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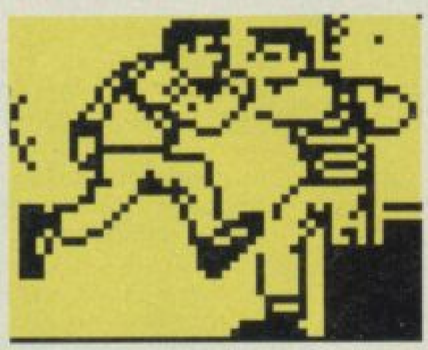

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Twist 'n' Shout
IT'S BRIMMING WITH BRILLNESS!



Once upon a time, in an *Empire* far, far away...







GAMES
REVIEWS

YOUR SINCLAIR
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Your Sinclair is brought to you by the same lovely people who publish *ST Format* (thick), *Amiga Format* (very thick), *Commodore Format* (it's a corker!), *New Computer Express* (trendy), *Amstrad Action* (not quite so trendy), *S – The Sega Mag* (small but perfectly formed), *MacPublishing* (posh), *Classic CD* (very posh), *PC Plus* (erm, don't know much about this one) and *8000 Plus* (or this).
Future PUBLISHING

YOUR SINCLAIR FOU

Hook your forefinger round this! It's the second stonking Your Sinclair Four Pack, which means four ginormously playable games – in a box! Peel it effortlessly off the cover and you'll unleash a quartet of corkers – Pool, a game with plenty of balls and a big stick to prod them with, hours of mud-splattered fun in Rugby, comic-assembly capers with Piggy Tales and a galaxy of space flight spills in Empire! It's too good to be true – but it is!

EMPIRE

Andrew Glaister (originally released by Firebird)

Righty-oh, time for a bit of galactic domination. *Empire* is a game of courage, high adventure, space travel and terrible risks. It's also got rather a lot of instructions, so perhaps we'd better tell you how to play the pesky thing, yes? Okay, starting out with a weedy Cub Scoutship you've got to steadily build up a galactic empire by trading, killing and flying missions. Having done that you've got to construct a Frontier Shield to turn your empire into a bit more of a permanent affair, and prevent any 'unwanted' visitors.

MOVING YOUR SHIP ABOUT

This bit's quite simple. It's basically a case of rotating, thrusting and slowing down really. The keys? Try...

O Anti-clockwise roll
P Clock-wise roll
Symbol Shift Thrust
M Reduce speed
X Fire photon cannon (ie your gun)

You can, of course, use a joystick for all these manouvres too.

Now don't go mad and start firing all over the shop, otherwise you'll heat up your ship and, well, things will get a bit hot really (and you're gun'll go all 'funny').

PODS

Now pods are very important (we'll explain why in a mo), so if you see one floating around in space grab it! Press S to extend your ropes, then carefully manoeuvre your ship so the outer side of the bump at the end of the rope touches the pod. By the way, if you accidentally pick up a radioactive pod then you'll die – so pressing W to retract your ropes (and drop any 'nasty' pods before your radiation level gets too high) may come in handy.

Right – the pods. It's simple. These are the containers you use to transport cargo around the galaxy, though they come in different types (depending on their use). By the way, when you get a Wolf attack ship (which you may earn later in the game) you can carry pods without the need for ropes – just fly over them and they'll be picked up by pod trays and displayed on the side of the screen.



Those gauges in full – Fuel Level (top left), Energy (E), Temperature (T), Direction Pointers (bottom two corners), Stardate (pink), Shield (S), Radiation (R). All clear?

STARBASES

These consist of two spheres – you can dock with one by flying between them and turning your ship so it faces the centre of a sphere. You'll need to visit them to trade or collect equipment pods, to leave pods for safe-keeping, to receive instructions for special missions or to save your game position onto tape.

Once you've docked with one, a system controller will appear in a screen above your computer, indicating the base's ore, mineral and human resources – a Starbase needs all three to produce equipment pods for your ship, and the more it has the faster

POOL

Blue Ribbon

Fancy yourself as a bit of a pool shark, eh? Bit of a hustler? Oh dear. Well, in that case you'd better take a gander at this. Not only will it save you sponds on pool equipment, it'll let you sharpen up your skills as well before stepping out into the halls and 'shootin' some cue' for real.

Our version isn't *quite* the same as the real game, to tell the truth. For a start there are only nine balls – three red, three blue and three white. The white ones are used one at a time as cue balls to knock the reds and blues into the pockets. Don't let the white balls go in with them though, as they'll be gone for good and you'll have to start again. In one-player mode you can whack in the balls in any order, and once you've cleared the table you'll go onto a new frame. In a two-player game it's a case of who gets to the highest scoring balls first.

Actually, we'll let you into a little secret – the blue balls are worth twice as much as the red ones (but don't tell the other player that!). The other thing to watch out for are foul shots. If you fail to knock in any balls three times in a row, that's it. Game over, man!

So how do you actually make a shot then? Well, you'll find that the A and S keys move a cursor round the edge of the table. When you press Enter to hit the ball the cursor marks the spot where the cue ball will hit the cushion (assuming it doesn't bash into something else first, that is). But before you do that, how about pressing L to vary the strength of the shot?

Those keys again...

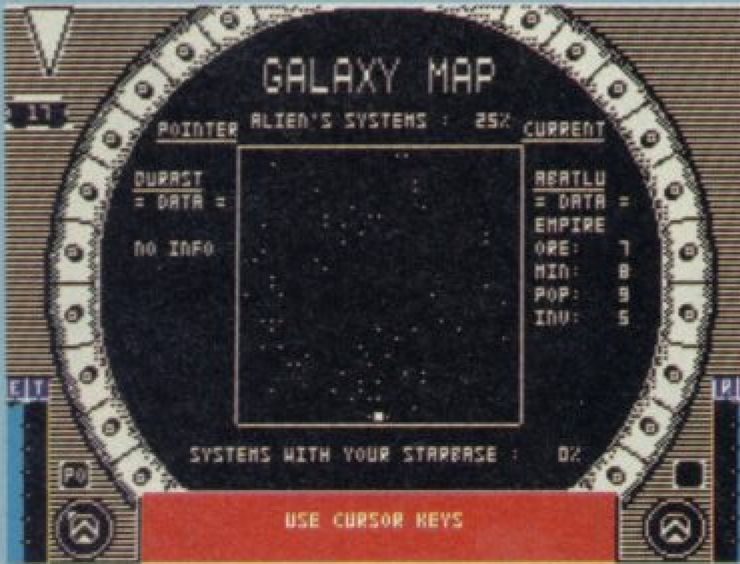
A Move cue marker anti-clockwise
S Move cue marker clockwise
L Change speed of shot
Enter Execute shot





Hmm. Not much I can write here really. It looks like a Pool game, doesn't it?

UR PACK No2



A-ha! Here's the galaxy map. That's your pointer – the little square at the bottom there. Rather looks like you've got it all to do, doesn't it?

it can do it. If the Starbase pulls in one of these three types of pod it will add it to the resources indicator, although if it aquires any other type of pod (ship's equipment or performance) it will be displayed in the top half of the screen.

While in the Starbase you can...

Trade Use this option to select the pods you want – the pod indicators show you what the base has the materials to produce. To select one use the Up and Down keys and press Select – you must then collect it from outside the Starbase using your cargo ropes. If a pod is selected the materials indicator will show a corresponding fall.

Tape/disk Use to SAVE your current game, or reload a saved one.

Mission If the Starbase requires you to carry out a special mission it will display it – most have a time limit, so if you take too long you might lose some (or all) of the reward.

Select pods Do this with the Up, Down and Select keys. To leave pods at a Starbase just retract your ship's ropes nearby (and so unleash it) – the base will do the rest.

SYSTEM MAP

- Press T to display a map of the current solar system.
- To zoom into your position press A.
- To zoom out press Q.
- To return to the game press X.
- The marker (a large flashing circle in the middle of the screen) can be moved around using the directional keys. Point your left-hand directional indicator towards either the Starbase or the marker by pressing 1 – when it's pointing at the system marker the box above it reads PO. This allows you to fly to any point in the system, but watch out! You'll go in a straight line, so make sure there aren't any planets/suns in the way!

PLANETS

You'll need to land on these to pick up ore, minerals and people for Starbases. To land, fly around the planet until you find a 'warp

THOSE LENGTHY KEY COMMANDS IN FULL

O Rotate clockwise
P Rotate anti-clockwise
Symbol Shift Thrust
M Slow
X Fire
S Extend cargo rope
W Retract rope
T System map
G Galaxy map
1 Swop left pointer function

In Planet Orbit

O Left
P Right
X Abort planet mode

In Planet Mode

O Left
P Right
X Fire

Map Mode

5 Left
8 Right
7 Up
6 Down
Q to P Zoom out (system map only)
A to ENTER Zoom in (system map only)
CAPS to SPACE Exit map

RUGBY

Blue Ribbon

Footie's for girls, in Matt's opinion. Nope, so far as our big, butchin' Ed's concerned rugby's the only game that real men play (and even that's a *bit* poofy). So to keep him happy, and to make sure that none of you doubt the contents of our trousers, here's what is generally regarded as one of the most exciting and accurate rugby games in Speccydom. Known, to keep things simple, as *Rugby*, it features absolutely everything you'd find in the real thing, including such delights as passing, drop goals, scrums, line-outs and conversions. (All it lacks is a set of gum shields, but they'd probably look a bit silly actually.)

Having loaded the game you'll find yourself presented with a substantial list of options, including one/two-player games and difficulty levels. Set them up and you'll be through to the actual game.

You're probably familiar with the rules of the rugby (if not, they're miles too complicated to print here and, erm, we're not too sure of them ourselves). So here's how you 'do things'...

PASSING To pass the ball press the key for the direction you wish to pass in and the Fire button together.
DROP- KICK To drop-kick, press the key to move backwards (Left or Right depending on which end you're at) and the Fire button together.
GOAL KICKS When (and if) you've scored a try you'll get a player's-eye view of the goalpost thingies on the big screen at the top left of the telly. You've got to compensate for the wind strength and direction by aiming to the left or right of the posts. When you're satisfied, take the kick.

And, in case you thought we'd forgotten, here are the keys...



Time to take a goal kick I think. *(It's called a conversion. Ed)* Oh.



Oops! Looks like a certain well known store has sneaked a free ad into *YS*!

Player One
1 Up
Q Down
S Right
A Left
Bottom Row Pass or kick

Player Two
0 Up
O Down
K Right
J Left
Bottom Row Pass or kick

R Pause
Caps Shift & T Abort

PIGGY TALES

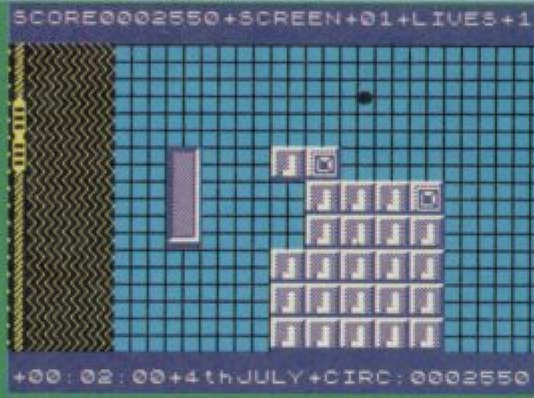
CRL

The impressive thing about this one is that it's actually three games in one. (Which effectively means we're giving you a Six Pack this month! Blimey!) They do all have something in common though. Pigs.

You see, you're the editor of A Comic With Lots Of Pigs In, and you're faced with the daunting prospect of getting the next issue put together on time. If you load the game up and press the right combination of keys you'll find that you'll be able to cycle through the pages of the comic by pressing Up and Down. To start off with they'll all be empty, of course, so you've got to fill all the panels by clocking up points in each of the three sub-games. These are *Pete's Pimple*, *Rubbishman* and *Tom Thug*, and can be accessed by going to the relevant pages and pressing Fire.

PETE'S PIMPLE

On the left is your bat, on the right is your wall, and somewhere inbetween you'll find a ball. The trick, as you can probably imagine, is to knock down the wall with the ball by bouncing it off your bat. Simple, eh? And after that there are lots more walls to be knocked down. Each of the first ten screens you complete will fill in panels on page one, while the final two will give you bonus panels to fill up other pages.



One of the sub-games from *Piggy Tales*. This one's called *Pete's Pimple*, but there don't seem to be any actual zits in it. (Looks more like *Arkanoid* to me.)

RUBBISHMAN

Each of the six zones are split into two sections, which you've got to navigate Rubbishman through while keeping his altitude as low as possible (without crashing, that is). The higher you fly the more energy you'll lose, so watch it. There are things to shoot, and these will award you extra points, energy and the occasional bonus panel if you hit them.

TOM THUG

In the final game you've got to negotiate a maze picking up bits and pieces and avoiding baddies. The collectables are as follows...

B Bonus panel
P Page Panel
S Extra points
L Extra life
? Random life or bonus score
KEY Needed to finish score

An impressive line-up for which you'll probably want to know the keys...

Q Up
A Down
O Left
P Right
M Fire



And here's *Tom Thug*. (Don't know what that funny piggy-type noise in the top corner is doing there though.)

hole', fly in it and you enter a tunnel made up of circles – fly through them all without collision to reach the planet's surface.

Once on the planet control your ship with O = Left, P = Right, and Fire = X. Avoid or destroy missiles and look for pods to pick up, using the directional pointer on the left of the screen to guide you to the nearest pod or exit point. Any collected pods will be desposited outside the warp hole to be collected on your return to normal space.

GALAXY MAP

This shows you all the systems you can visit, the number of alien-controlled systems and which ones you've been to already. (Press G to access.) Move your pointer over a system and info on it will be displayed, including whether a planet is plague-infected (see SICK) and so should be avoided (there is an anitidote, but you'll have to find it), how many people it contains (POP), whether there are invading aliens in the system (INV) and so on.

INTER-SYSTEM TRAVEL

To move between systems, leave the edge of the present one and travel through the asteroid belt (careful!) to the next one (if there's one there, that is!). Otherwise you'll need a special Hyperspace pod to travel further.

Some systems are overrun by very fast aliens, so you'll find the Starbases useless. Kill them all and you may get rewarded by the Empire, who'll be able to reclaim the system.

As you progress through the game things start to change. There'll be new aliens, different equipment, the chance to purchase Starbases, new ships and so on. Once you own all the systems you'll need to fortify your new empire. To do this construct a Frontier Shield with eight frontier generators, each of which has a destination system it displays when you pick it up. Deliver them all to the correct spots and you've won the game! (Hurrah!)

Watch out though – the computer tells you the percentage of the game you've completed, but that reflects the standard of your gameplaying too – it's possible you may complete the game, and still earn less than 100%.



The System map from *Empire*. The big rock like things are various planets, while stray dots could be Starbases, warp holes, anything.

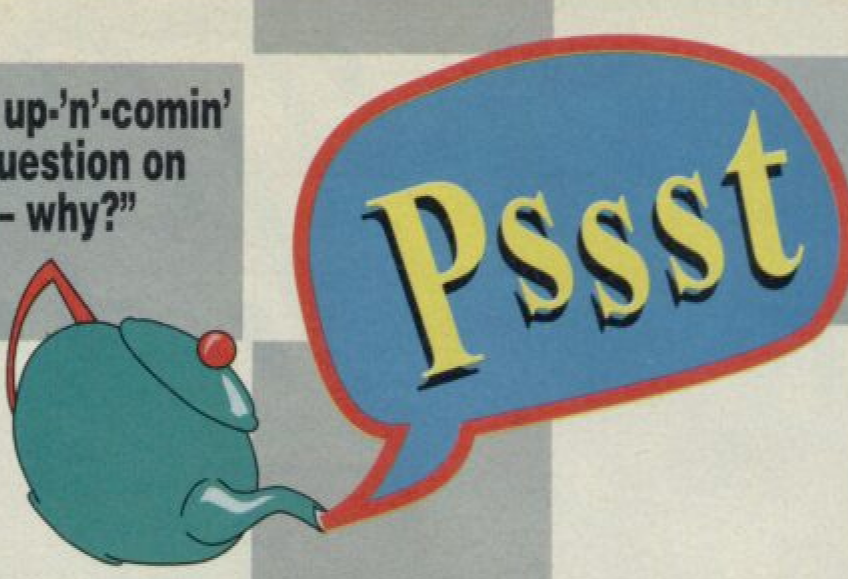
TAPE TRUBBS!

Aw, shucks. With the enormous number of Four Packs we've got to run off on the *YS* tape recorder every month it's inevitable that one or two slightly dodgy ones will slip through. And it looks like you've been landed with one of them. Not to worry though – we'll send you a new one, how's about that? All you've got to do is send your Four Pack with an sae to *YS* Four Pack No 2, Tape Returns (November issue), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD, and within a week or two you should be back on the road to Spectrum fulfilment. Hurrah!



WHEELS OF FIRE
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This month we take an exclusive peek at those up-'n'-comin' Christmas Speccy releases, and also ask that question on everybody's lips – "The circular Tetleys tea bag – why?"



IT'S THE PSSST GUIDE TO THE BIG, BIG GAMES!

What'll be the Christmas number one?

Remember *Chase HQ, Cabal, Operation Thunderbolt, Batman, The Untouchables* and (of course) the never-ending story that is *Robocop*? Yep, Ocean had Christmas pretty much sewn up last year, didn't they, Spec-chums?

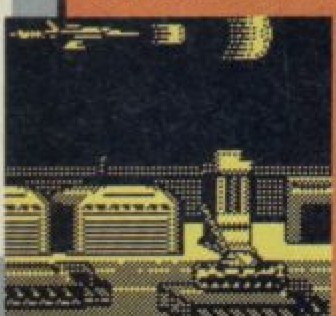
That doesn't mean things'll be the same this time round though – oh no. Competition for the seasonal hot spot looks tough as ever, so, with that in mind, let's take a gander at what the big boys (Ocean, US Gold, Activision etc) have lined up for this year, complete with approximate (very approximate!) release dates and so on. It's the usual concoction of film and high-profile arcade licences, though there are one or two original products in there somewhere (hello, *Battle Command*). Expect full reviews and previews over the next few issues...

OCTOBER

***Total Recall* Ocean**
The big summer Arnie movie becomes the first of the big autumn Speccy blockbusters. Expect it to do very well indeed, but will it have the legs to make it right through to Xmas?



The Running Man sprints for his life in Total Recall. *Go, Arnie, go!*



UN Squadron – never let it be said that Speccy games can't be topical, eh?

***UN Squadron* US Gold**
Nice graphics, but a fairly standard horizontally-scrolling blaster.

***Battle Command* Ocean**
Sequel to the astonishing *Carrier Command* (the game they said would never fit the 8-bits), *Battle Command* takes the same 3D vector graphics shoot-'em-up/strategy formula and does all sorts of clever things with it. Expect long-term success, but Xmas number one? (Not likely.)

***Plotting* Ocean**
This one you should already know a bit about. A slightly cutsie, very professional little puzzle game, it'll suffer from the fact that puzzlers just aren't that sexy, are they? A good 'B list' title.



Plotting – basically a case of knocking the socks out of blocks (or something).

***Golden Axe* Virgin**
Colourful and varied fantasy beat-'em-up – one of the big pre-Xmas games.



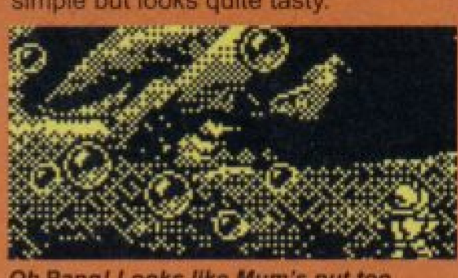
"Poaaarrr!! Oi, Clifford, you sure you gargled wth the Listerine this morning?"

***Ivan 'Ironman' Stewart's Super Off-Road Racer* Virgin**
Overhead-view racing game very much in the *Supersprint* mould – and blooming excellent too. (Check out this month's review.)



Bouncy wouncy fun fun fun – it's Ivan 'Ironman' Stewart's Off-Road Racer!

***Pang* Ocean**
Another puzzle game. You play a little man running around the bottom of the screen with a laser beam, splitting the bubbles that float above him. Sounds simple but looks quite tasty.



Oh Pang! Looks like Mum's put too much Ariel Automatic in the wash again!

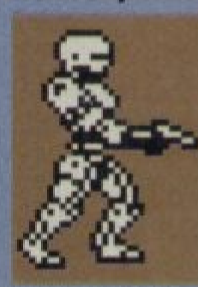
NOVEMBER & DECEMBER

***Dick Tracy* Disney**
Comic book film that should translate well to the Speccy (at least the limited colour palette will be an advantage!). Despite the Disney label, this has actually been put together by Titus, but how it'll do is anybody's guess (much like the pre-release reservations for the movie).



The original Dick. The movie stayed true to its roots – we wonder what the game'll come up with.

***Robocop 2* Ocean**
Whooh! Now this is the one – it has 'Christmas Number One' written all over it (and right through the centre as well)! With the original *Robocop* game still riding high in the charts some two years after its release, this carries a massive bundle of expectations. A surefire hit.



Robobop 2. *All together now – "I'D BUY THAT FOR A DOLLAR!"*

***Atomic Robokid* Activision**
Cute(ish) little robot in yet another Activision shoot-'em-up. (Good to see them go out on a high note.)

***N.A.R.C.* Ocean**
Very much in the *Midnight Resistance* mould, Ocean expect big things of this massive (and rather bloody) Williams coin-op conversion.

***Puzznic* Ocean**
Another Ocean puzzler (would you believe), again all to do with moving blocks around, but this time originated at Taito.



Puzznic *– blocks, blocks and more blocks. (Er, there's not a lot more you can say really...)*

***SCI* Ocean**
Sequel to *Chase HQ*, one of last year's biggest Christmas hits, this superfast *Miami Vice*-style car chase game should be gigantic. (Who says driving games were last year's thing?)

***Badlands* Tengen (Domark)**
Very similar to *Ironman* actually – an overhead view *Supersprint*-type game, only this time set in a *Mad Max*-style post-apocalyptic world.

***Strider II* US Gold**
Not yet a coin-op (but going to be, apparently), this sequel to last year's hit leads the US Gold charge. (Check out this issue's Megapreview.)



Lumme, talk about toad in the hole! Things get pervy in Strider II.

***Stun Runner* Tengen (Domark)**
With *Hard Drivin'*-style graphics on the coin-op (though the Speccy version's more conventional), this fast and futuristic racing game could fare well.

DECEMBER

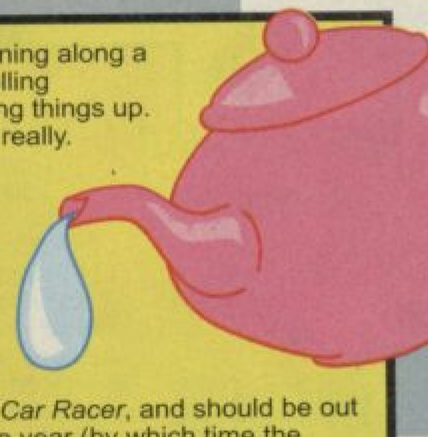


Will Gremlin have spruced up the gameplay for the Speccy version in the way they've done for the 16-bit Shadow Of The Beast II*? Only time will tell!*

***Shadow Of The Beast* Gremlin**
Ambitious 8-bit version of classic Psygnosis 16-bitter – could be great, could be awful.

***Dragonbreed* Activision**
More twisty-curvey dragons in shoot-'em-up shocker, but this time based on a rather more original coin-op.

***Toki* Ocean**
A cute beat-'em-up licenced from a TAD coin-op. You play a sort of half man/half ape chappie running along a horizontally-scrolling landscape beating things up. Quite appealing really.

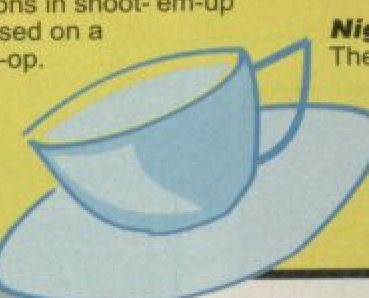


***Days Of Thunder* Mindscape**
Racing game based on the Tom Cruise starrer. It's an in-car-viewpoint thing, like *Stunt Car Racer*, and should be out for the end of the year (by which time the financially-disappointing movie might well have been forgotten).

***Line Of Fire* US Gold**
Very much in the *Operation Wolf* mould, and guaranteed a slice of the market.

***E-SWAT* US Gold**
Standing for Elite Special Weapons and Tactics, this is a *Robocop*-style coin-op, with you as a futuristic American policeman earning the right to wear the full E-SWAT mechanical battlesuit. US Gold's biggest?

***Nightshift* Lucasfilm (US Gold)**
The first time Lucasfilm have done a Speccy product, it features many famous characters (Indy Jones, Luke Skywalker et al) in a plot apparently set in a toy factory. Hmm.



JANUARY

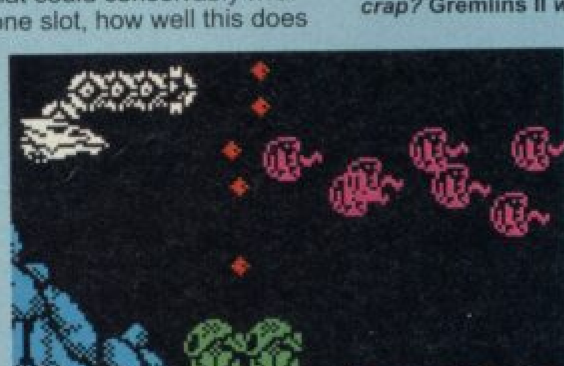
***Navy SEALS* Ocean**
Unless they reschedule the Charlie Sheen action movie it's based on, this won't be seen until after Christmas. As yet, pretty much an unknown quantity.



Bwight light!! Who said movie sequels were crap? Gremlins II was absolutely brilliant!

***Teenage Mutant Ninja Turtles* Mirrorsoft**
One of the few games that could conceivably rival *Robo II* for the number one slot, how well this does could depend more on whether the popularity of the Turtles is real or hyped than on the strengths of the game. (For what it's worth though, early reports have it that it's actually rather corking.)

***St Dragon* Storm**
Rather *R-Type*-like but rather nifty shoot-'em-up with a dragon in it. (This year's thing apparently.)



St Dragon – *Oh no! It's the return of the killer sperm from outer space!*

***SWIV* Storm**
Semi-sequel to the marvellous *Silkworm*, with the same jeep and helicopter, but this time incorporating an overhead viewpoint. Still an unknown quantity.

***Gremlins II* Elite**
Elite return to the Speccy business with this conversion of the summer movie. (And it's great to have *both* of them back.)

AND THERE'S MORE!

Of course those aren't all the games that are going to be competing for your Xmas money by any means. What about *Rick Dangerous II* (MicroProse), *The Spy Who Loved Me* (Domark), the long awaited *F-16 Combat Pilot* (Digital Integration), *Player Manager* and *Kick Off II* (Anco), *Apprentice* (Rainbow Arts), *World Championship Soccer* (Elite), *Snow Strike* (Epyx), *Supercars*, *Ultimate Golf*, *Switchblade*, *Lotus Esprit Turbo Challenge* and a Toyota rally game (all from Gremlin), *Nightbreed* and *Adidas Championship Tie-Break* (Ocean), *Flymbo's Quest* (System 3), *Subbuteo* (Goliath), *Exterminator*, *Helter Skelter* and *Loopz* (Audiogenic), *The Amazing Spiderman* and a new Gazza footie game (Empire), *Battle Storm* (Titus), *Ford Q8 Rally* and *Creatures* (Thalamus)...? The list goes on (and on, and on).

NO MORE ACTIVISION!!



Yes, it's true! As you may have read elsewhere, Activision are in rather severe financial difficulties, which will effectively mean the withdrawl of the company from the UK market! What's happened (in a nutshell) is that legal costs and damages from a long-running court case in the US have virtually crippled the parent US company, meaning they've gone into immediate 'rationalisation mode', withdrawing from overseas markets, selling stuff up to get extra cash and so on. Ironically, Activision's UK concern has been one of the most profitable parts of the company in the past, but that hasn't stopped them winding it down. Over the remainder of the year the Reading-based operation will be reduced to just a few people, and they'll be concentrating on console games and the like (ie no more Speccy games, and no more ST and Amiga either). Activision's Christmas stuff (*Atomic Robokid*, *Dragonbreed*) appear as expected, but after that it's all over. (Sniff.)

OH NO! T'ZER GETS HITCHED!

Yes, Spec-chums, if you thought the Activision news was bad just take a look at this! Teresa Maughan, ex-Editor and ex-Publisher of *YS* no longer exists! Don't worry though – she's not dead or anything, it's just that she's now known as Teresa Egerton, having tied the knot with one Jimmy Egerton (her long-standing – or should that be long-suffering? – boyfriend) in September! All the old *YS* crew (Matt, Andy, Dunc, Jackie, Whistlin' Rick and old art chicks Catherine and Catherine) went down to Brighton for the do, and a good time was had by all! But what happens to all those unlucky Spec-chums who swore undying love for T'zer during her time as Ed? We guess they'd better just start hoping for a quick divorce! (Just our little joke, T'zer. The whole Speccyverse wishes you well.)



"Oi, you! I said no pictures! (And get that bloke out from under your skirt, Teresa. You're married now, for heaven's sake.)"

PSSST INVESTIGATES THE ROUND TEABAG

Circular teabags. What a 'great' idea, eh? But how did they come about? And why are they advertised by the Tetley Tea Folk? Well, stick around and you may find out.

STEP ONE – THE CONCEPT

This, obviously enough, is where the whole shooting match began. A Tetleys Tea middle management employee was slightly drunk in a pub after work one evening when a thought suddenly flashed into his mind – "Hey, nobody makes circular teabags! You can only get square ones!" He jotted this down in his Filofax under 'B' (for 'Brilliant Money-Making Idea'), and then proceeded to get totally plastered. The next day, after clocking in at work, he knocked on the door of the Tetley Tea (UK) Product Manager, entered the office, and outlined his circular teabag plan. The Product Manager was impressed and in turn set up a meeting with the board of directors – and the Tetley 'Creative People' were called in. The ball was rolling. But would it be fielded?

STEP TWO – THE MEETING

Everyone was seated around a large, important-looking table. The Directing Manager stood up and addressed those present...

Managing Director: We have an idea for a new product. Circular teabags. I want to throw this idea about and see what you all think – I want some feedback.

Product Manager: If I may speak, sir? Thank you. Right, well, the way I see it is that this would be an exciting venture for Tetleys. Something of a first, as well – up until now only square teabags have been available. The novelty value of a circular product would be a real hard-hitter, and I think we'd have a seller on our hands!

Managing Director: Thank you, Tony. Yes, I feel the buzz myself. Anyone else got any thoughts? How about you Creative People down the far end?

Creative Person: Um, yes, well it all sounds terribly exciting. I'm thinking about marketing strategies though. What exactly makes a circular teabag better than a square one?

Product Manager: Good question, Peter. And I've been giving this quite a bit of thought, as you can imagine. Well – it'll cost less to produce than a square teabag, for a start. After all, it won't have any corners, so each bag will need less perforated paper.

Managing Director: Really? How much less paper, Tony?

Product Manager: About 21 per-cent, sir.

Managing Director: Excellent, excellent. So it's making us money already. Right, I want you creative lot to go away and come up with some kind of advertising push. Gentlemen – the round teabag has arrived.

Everybody: Hoorah!

STEP THREE – IDEAS TIME

The Tetley Creative People sit around drinking cups of coffee and smoking loads of cigarettes while they try to come to grips with the quintessential qualities of the circular teabag. In other words, how on earth do they get people to buy the things?

Peter: I know – let's go for the 'green' approach. Tell the punters that the bag uses less paper than a square one, so there's no need to cut down as many trees. Save the planet with Tetleys. That sort of stuff.

Jim: Yeah. Do a location shoot in the Amazon Basin with loads of chicks. Maybe we could get Sting involved?

Tarquin: No, it'd be too expensive. I think the obvious approach would be better. Round teabags fit snugly into the bottom of a cup, whereas square ones don't. We could have this demonstrated by the Tetley Tea Folk.

Peter: Oh no, not the bloody Tetley Tea Folk again. They're so boring. Can't we kill them off by drowning them in the tea or pushing them off the table or something?

Tarquin: You were the one who thought them up, Peter.

Peter: Yeah, but I didn't think we were going to use them forever.

Jim: I'm with Peter on this one, Tarquin. I'm thoroughly cheesed off with the Tetley Tea Folk as well.

Tarquin: Well, give me another idea then – and nothing that involves location work in the Amazon.

Jim: Hmm... I know. How about a pun on the fact they're round? Something like "Come a'round' for a cup of tea". That could be the hook-line.

Tarquin: Dreadful. Utterly pathetic. Peter? Anything better?

Peter: What about doing a bit of computer animation. The teabags could be UFOs from the planet Tetley or something, and they're coming to earth to save us all from the dreaded square-bags which don't fit snugly in the bottom of tea cups? We could do some really good *Star Wars*-type visuals.

Jim: Yes. And the leader could be called something like Luke Skywalker. I know, Round Teabag!

STEP FOUR – SELLING THE IDEA

The Creative People have another meeting with the Tetleys board of directors, and show them storyboards of three rough ideas. Unfortunately the board of directors aren't particularly impressed. They think the UFO tea-bags idea is too far-removed from tea-drinking reality to appeal to anybody but hardened sci-fi fanatics (who wouldn't want to buy round teabags anyway). The second idea of having three kilted Celtic warriors trampolining on a giant circular teabag, chanting "One two Tetleys, three four Round!" is considered way too surreal to appeal to anybody at all. The third idea of showing the tea-bag being made at the factory is dismissed as being a tad on the boring side...

Tarquin: But we could jazz it up though. We could do it all sort of Acid Housey with a thumpingly good dance track in the background. The factory workers could all wear platform boots.

Managing Director: I think you've wandered too far from the point, old chap. When people think "Tetley", they think of tradition. They think of Yorkshire. They think of cloth caps and putting ferrets down their trousers.

Peter: How about a Yorkshireman with a cloth cap putting a load of tea-bags down his trousers?

Managing Director: I think not. No. I'll tell you what I'm thinking. I'm thinking about those funny little cartoon men you gave us ages ago. The Tetley Tea Folk.

Product Manager: Yes. The Tetley Tea Folk. Everyone loves the Tetley Tea Folk.

Peter: Oh no.

STEP FIVE – THE FINAL ADVERT

It's advert break time in the middle of *Coronation Street*. While everyone is in the kitchen quickly making a perfectly good cup of tea with square teabags, this advert is coming out of their tellies...

Cartoon Man 1: Hello, Ah'm the Tetley Tea Folk scientist, an' Ah noticed that square teabags don't fit snugly in tha bottom o' tea-coops. So I got me pertractor out an' made a round woon. And here it is. Bring it in, Percy.

Cartoon Man 2: (Rolling teabag along the table) Louk, it rolls jus' lak a wheel. That's because 'appen it isn't a square 'un! It's a circle.

Cartoon Man 3: (Plopping teabag into a cup) And because it's a circle it fits joost grand in yer coop! Look, man, 'appen it's snoog as a boog. I'll doff me cap to that, an' no mistake.

Annoying tune, as the Tetley teabag advert reaches the 'climax'.

Cartoon Man 4: Tetleys teabags. You'll get a rounder flavour!

All The Cartoon Men: Ha ha ha!

STEP SIX – THE PRODUCT YOU CAN BUY*

*Unless you prefer to win it. Yes, that's right. It's another breathtaking Pssst Compo! You can win this actual teabag. All you have to do is complete the following rhyme, snip out the coupon, fill in your particulars (oo-er) and then send the thing to us (marked Teabag Compo). We'll do the rest. It's the chance of a lifetime, so don't delay.



Artist's impression

I'm a bit of a poet, and I desperately want to win a circular tea-bag – so here's the poem with my line added at the bottom....

I remember the day when all teabags were square,
And wouldn't fit into a cup.
But those days are now past – thanks to Tetleys at last

(My turn...)

....

Name ....
Address .... 'Zit'Code ....



IT'S MIND BLOWING ...IT'S TNT
Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating...
For great variety and value, break open the crate.
THIS CRATE CONTAINS HARD DRIVIN' TOOBIN A.P.B. DRAGON SPIRIT XYBOTS
TNT
DANGER EXPLOSIVE SOFTWARE
TENGEN
TNT COMPILATION
DOMARK
Hard Drivin'
The Ultimate Drivin' Simulation. Experience the thrills and spills of racing in realistic, solid 3D.
"A stunning conversion... it plays brilliantly" C&VG
"A sure fire hit." Sinclair User
"Near perfect conversion" ACE
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™ Atari Games Corporation
APB
A wacky game of cops and robbers... High speed chases, dangerous arrests and shoot outs all in crazy cartoon action. So let's be careful out there – Officer Bob is on the Beat!
"Straight from the coin-op... a must for all fans" New Computer Express
"Great fun... pretty hard... keeps you coming back for more" Zero
"A must buy!" Crash
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™ Atari Games Corporation
TOOBIN'
Get Toobin' with the Tube Dudes. Ride the rapids and check out the white water challenges for an action packed fun day out toobin'.
"Great music... heaps of playability... a brilliant conversion" ACE
"Looks, sounds and plays great" C&VG
"Playable, addictive and above all great fun" The Games Machine
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™ Tengen Inc. ™ Atari games Corporation
XYBOTS
The ultimate double action, split screen game. Keep a step ahead of the deadly robots. Annihilating action for one or two players.
"Simple, addictive and entertaining, Xybots will make your day" Personal Computer World
"Great blasting fun all the way, check it out as soon as possible" Crash
"Everything from the coin-op is here – graphics, sound and gameplay are identical" New Computer Express.
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DRAGON SPIRIT
Scorch a path through the skies in a frenzied flight of mayhem and destruction. A do or die mission. Defeat or victory depends on your skill. Have you got the Dragon Spirit?
"Accurate and action packed, great graphics and addictive gameplay" C&VG
"Makes the most of the coin-op" The Games Machine
"Another stonking coin-op conversion" Amstrad Action
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DOMARK

STRIDER II

This should be good for a laugh. We're going to make JONATHAN DAVIES do a complete Megapreview on *Strider II* (the sequel to *Strider*) without telling him anything about it. Not a thing. Ha! (What a bunch of wags we are.)



So, er... hmm. *Strider II*, eh? Ah. Um, well, it should be pretty good, I'd have thought. Erm, after all *Strider* was pretty nifty, wasn't it? It was a Megagame exactly a year ago and, um... eer... (sob). *(How about telling them a bit more about* Strider*? Ed)* Right, yes! *Strider* was (and may well still be) a multi-level platformy sort of game, distinguished by having a gigantic main sprite who could jump, somersault, hang onto things and kill baddies with a single sweep of his laser sword. In fact, he was one of the most athletic-type sprites in the history of computer games! The game came complete with crispy-clear monochrome graphics, some absolutely enormous nasties to kill (some of which couldn't all fit onto the screen at once they were so huge) and generally loads of really great stuff. But then you probably knew that already.

Er, what now? Well, there's this *Strider II* thingie, but...What's this? Blimey – I've just found a copy of Level One! I'm saved! I'll just load it up and take a peek. Meanwhile, here's the plot, which I've just spotted scribbled down on a bit of paper...

"The warrior returns with a vengeance in his second fight for freedom! A flash of steel, a blast from his devastating high-velocity Gyro laser gun – STRIDER's back in action, pulverising the enemy and striving for justice. This time STRIDER must rescue a world leader (female!) who has been kidnapped by aliens." (Blimey! Exciting stuff, eh?)

Right, it's loaded. Let's take a gander. Cor, it's in colour! Well, some bits of the background are anyway. I'll just wander along past these trees and... oh dear. There's a gun shooting at me, and birds keep swooping down and being slightly unpleasant. I'd better whip out my laser sword and... another surprise! I actually appear to have whipped out a gun, which fires little bullets. It seems that when Strider's standing still or crouching and you press Fire, out comes the gun, whereas if you do it while he's walking along then your trusty laser sword comes to your assistance. And you can also go backwards as well as forwards through levels, which I don't think was possible in the original. *(It wasn't. Ed)*

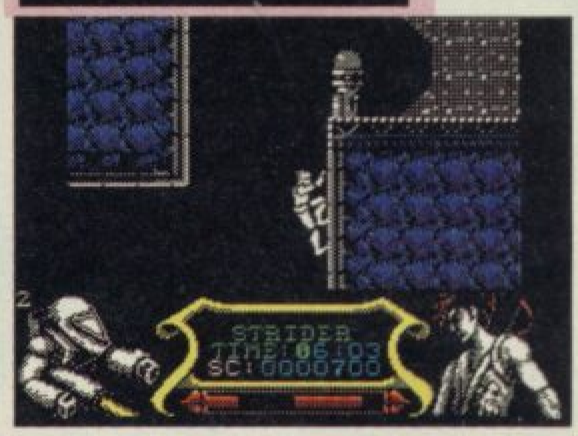
Right, let's venture a little further. This looks a bit like a lift. Yup, I was right. I've just done a triple back-flip with forward roll on it and it's carried me up to a load of platforms. There are lots of guards on them, along with some little icons which don't seem to do an awful lot (yet). I'll shoot the guards, grab the icons and head back down again, I think. Along a bit, up a wall, a few more guns to wipe out and we seem to be at a dead end. The only way forward is by swinging across on those ropes there, but as we all know Strider can't climb ropes. Oh well. Hang on though – I just pressed Jump by mistake and he's sprung forward,



Here we are out for a quiet walk in the forest, but oh no! What's that? It's a spooky alien man-eating plant thing, that's what (and a couple of origami birds).



Eat 'devastating high-velocity Gyro laser gun', alien scum type-person! (There's a good fellow.)



Here's a scene that could be from the first *Strider*, except for the colour and the ever-so-slightly smaller main sprite.

THE LEVELS

There'll be five of them altogether, and they'll be a fair bit bigger than their predecessor's. Although we've only been able to see the first one in the flesh, we've got a rough idea what the full set'll look like. Something like this, in fact...

LEVEL ONE
Having landed his plane in the forest (never the best place), Strider strides through the foliage towards the enemy's base.

LEVEL TWO
There are two towers on this one, which comprise the outer defences of the alien planet. Here Strider will need to use his chain- and wall-climbing skills, and there are 'power points discharging electricity' too, whatever that means.

LEVEL THREE
Next is a romp through some underground caverns leading to a power station. Presumably that's where we're headed for then.

LEVEL FOUR
Having reached the power station, there's an outdoor bit where Strider's got to climb up lots of platforms and ropes.

LEVEL FIVE
We're now at a spacecraft (I think I'm lost) where the girl to be rescued is being held. There are platforms and lifts to tackle, after which you've completed the game.

grabbed the rope and now he's just hanging there (a bit like in *Black Tiger*). And if I press it again? Yup, he's leapt off safely to the other side of the gap. (Seems like this new version of Strider can climb ropes after all.)

On a bit more then, and there are a few more guns to shoot, then some little missile things that float down from the ceiling and then head towards me. And that seems to be about it. But what's this? Well blow me if it's not a giant helicopter thingy. *(I'd rather not. Ed)* I think it's an end-of-level baddie. And, would you believe, Strider seems to have vanished, and in his place is a mean-looking, vaguely Strider-shaped, robot affair which is apparently due to all those icons I collected earlier. (Frenzied exchange of shots.) Well, that's got the better of him, and seems to be the end of the level. Unfortunately that's all we've got so far. There are four more levels to come, we're told, and they're all going to be packed with loads more stuff than the original ever found room for.

So, on the whole, *Strider II* looks like it's going to be pretty largish. It'll have all the good points from the original, like the amazingly athletic Strider, along with a bigger, more complicated playing area that should eliminate the original *Strider*'s Achilles' heel (the fact that it wasn't actually all that vast). Can't be bad really. (In fact it won't be. It'll be rather corking.)

THOSE STRIDER/STRIDER II DIFFERENCES IN FULL

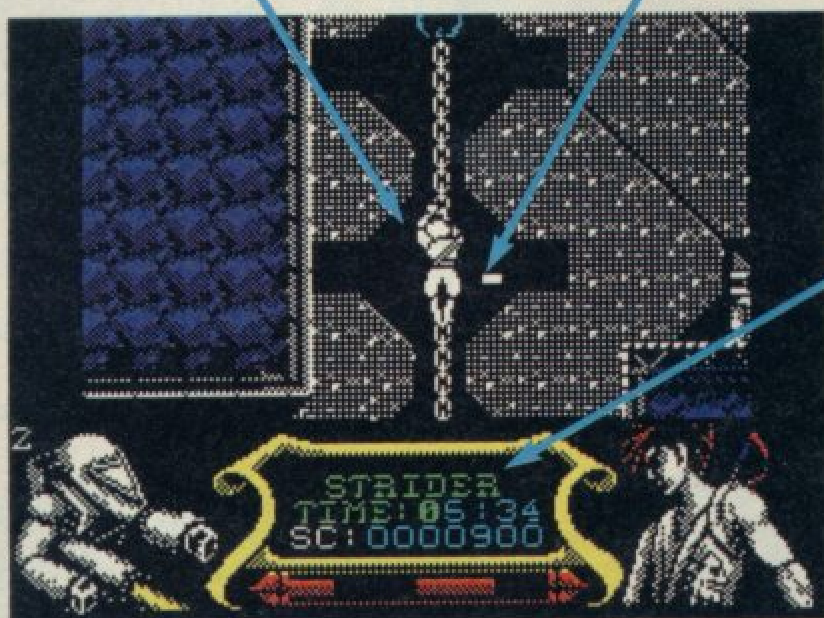
- The name.
- It's in colour.
- There's a laser gun as well as the laser sword.
- The playing area's bigger and more varied.
- You change into a robot at the end of each level, whose strength depends on the number of icons you've collected.
- The end-of-level baddies are all different.
- Strider can climb ropes.
- Er...
- That's it.



Wheeee! (Nope, Strider isn't falling to his death – we've captured him mid-leap as he spirals through the air. Neat, eh?)

Here's something you never would have seen in the original *Strider* – our hero climbing a rope (or in this case, a chain). It's pretty obvious why too – he looks blooming stupid doing i

He won't be climbing for long though – if we'd taken this screen grab one pico-second later he would've been hit by that laser bolt and be tumbling to his death right about now!

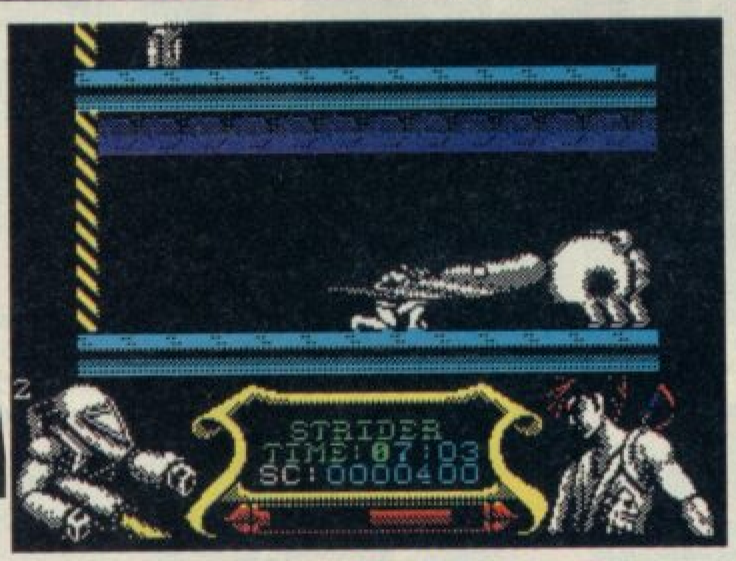


(Okay, so there's not much in the way of colour, but it does help liven things up, doncha think?)

Down here we have your typical score-type box. Why typical? Well, it's obvious – it's because we're this far into the game, and my score is utterly, utterly crap (as usual).

TOP TEN WORDS THAT RHYME WITH 'STRIDER'

1) Slider
2) Wider
3) Rider
4) Glider
5) Fried Egg
6) Erm...
7) Combine harvester?
8) *(Better make it five words. Ed)*



Take that, whatever you were! Strider still has his trusty laser sword, as you can see!



Hey-ho. It's the bottom of the page and I really am running out of inspiration for these captions. Erm, here's Strider leaping about some more.

SO WHO ACTUALLY WROTE IT?

That's a very good question, and I decided to find out the answer with the aid of the YS fax machine (which I've just about got the hang of now). A comprehensive list of queries was dispatched to Selina, the Services Liaison Officer at Tiertex up in Manchester (the people who've put it all together for US Gold). The first question was "So who actually wrote it?" Within hours the answer came faxing back...

"Tiertex was founded about three years ago by Physicist Dr John Prince and Electronics Engineer Donald Campbell."

Blimey.

"Tiertex now employs around 30 people and supports console development as well as computer games. The company has produced some of the most well-known and loved games in the world, including 720°, Thunderblade, Rolling Thunder, 1943, Black Tiger, Last Duel, Indiana Jones And The Last Crusade, Dynasty Wars, Italy 1990, Street Fighter, Human Killing Machine and, of course, Strider."

But who actually wrote it?

"Tiertex."

Yes, yes, but who are the programmers? What do they look like?

"How many times do I have to tell you? The programmers are Tiertex, and they look like a company."

Our communication continued in this vein for quite a while, until eventually the following came through...

"The programmers are called Eric ... and Lionel Blair from ... Blar."

I decided to draw the line at that point, so I guess we'll never actually know who wrote Strider II, eh?

SO IS IT AN ARCADE CONVERSION THEN?

Well no, actually. The original *Strider* was, of course, but there hasn't actually been a sequel in the arcades. However, after being "inundated with requests to follow it up", Tiertex decided to use a bit of initiative and come up with a sequel of their own. And this is the result. But that's not the end of the story. There's a rumour going round that the game has been submitted to Capcom, the people who did the original coin-op, to see if they'd like to produce an arcade version of it. I asked Selina at Tiertex if this was true. "So we're told," she replied. Some people, eh?

FAX BOX

Game	*Strider*
Publisher	US Gold
Programmer	Don't ask us
Price	To be announced
Release date	November

RICK DANGEROUS 2

YOUR SINCLAIR MEGAGAME



MicroStyle
£9.99 cass
£14.99 disk

Jonathan Right, let's see who can find the *YS* back issue with *Rick Dangerous I* in it first, shall we? Ha. Beat the lot of you – Issue 43, page 61. It appears that Jackie gave it a big thumbs up and 78° (but she was slightly alarmed by how hard it was). And now here's *Rick II*. So what's it like? Easier? Harder?(!) Better looking? Bigger? Spankier? Well, you can cross out all those question marks because just about all of the adjectives apply.

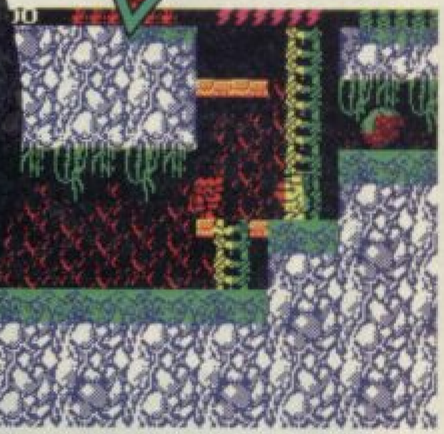
But first, the plot. Er, there isn't one. At least, if there is I haven't seen it. I'd offer to make one up for you, but it'd be extraordinarily awkward. There are four 'preliminary' levels, you see, and they all take place in completely different settings. There's Hyde Park in London, the Ice Caverns of Freezia, the Forests of Vegatablia and the Atomic Mud Mines of, erm, it doesn't say. And there's another level as well, which can only be played once you've completed the first four (in any order you fancy). Anyone who can come up with a plot to link that lot deserves a prize, in my opinion. (Tell you what – write a plot and send it in to *Rick Dangerous II* Plot Compo at the usual address and we'll come up with a prize for the best one.) *(We will? Ed)*

So, no plot then. But a heck of a lot of explanation to get through. For a start you can tackle the levels in whichever order you like by selecting them from a menu at the beginning. A wise move, that, as you're unlikely to get terribly far with any of them. Not at first, anyway. As with its predecessor, this one's Hard. On top of the huge array of cunning booby-traps and the continuous onslaught of baddies you've also got some pretty dodgy collision detection to cope with. It's a vast improvement on the original's, I'll agree, but I still get a bit teed off with being wiped out by a boulder that seems to be about 3,000 miles away.

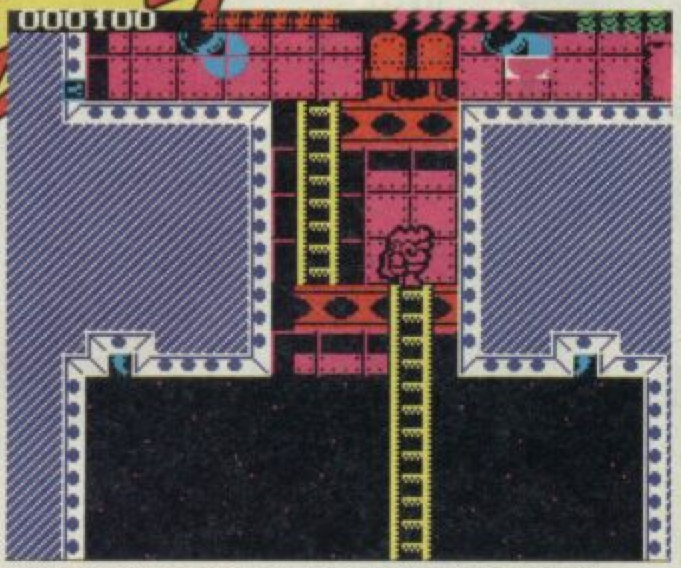
As for Rick, well, he's still the highly-talented little chap he always was. He can run, jump, duck, crawl, punch, shoot and lob grenades, and still manage to look cute 'n' cuddly at the same time. What a guy. Mind you, he needs to be pretty versatile with the odds he's up against. Right from the word go he frequently finds a boulder heading towards him, looking alarmingly hefty. Later on there are icy floors, lifts (some of which need to be switched on before they'll do anything), lightning bolts, missile launchers and, ooh, all sorts of things to cope with.

They're never terribly obvious either, so he's almost always wiped out by them on the first couple of tries. After that it's a case of remembering where they are and avoiding them next time round.

The general 'look' of things seems to have been spruced up since the first game. *Rick I* had a very monochromey appearance, even though it wasn't short of colour (if you see what I mean), but the sequel's got the rainbow stuff oozing out all over the place. There are



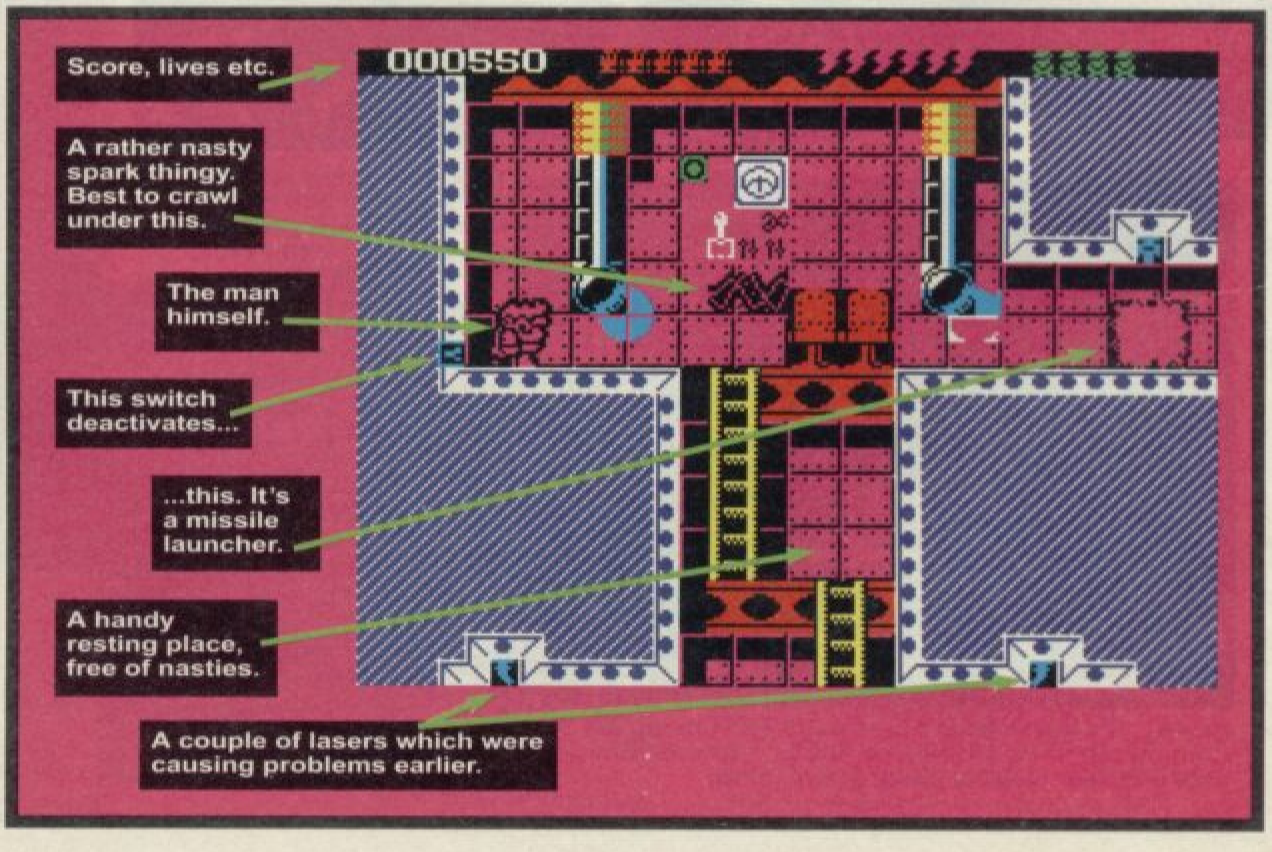
Oh no! A giant Rick Dangerous sign seems to have rolled over this bit!



About now I'd start quaking with fear, but not our Rick. Just look at that grin – he's loving it!



At a guess I'd say it's some spooky underground alien planet type place! (Colourful, isn't it?)



THE LEVELS

And how far I've got with each of them (ie 'not very' in most cases).

Level One

Three seconds into his adventure, a huge salvo of laser bolts narrowly misses our hero. Having recovered from that shock he spots a robot heading towards him. Yikes! Opting to jump over it (only girls use weapons), and climbing a ladder to the top of the screen, Rick is alarmed to find the robot coming up after him. Luckily a rogue laser bolt takes it out. Upstairs, Rick crawls under a nasty-looking spark thing, flips a switch at the side of the screen (disabling a missile launcher blocking the exit) and heads off to the right. A few more dead robots later, Rick flips another switch, activates a lift, jumps on, ducks to avoid another missile and picks up some extra ammo. He then dispatches a few more robots and scales a pipe, only to have his clogs popped by a missile he hadn't spotted.

Level Two

It's a bit chilly in here, but Rick doesn't notice the cold as he zaps a guard, dodges a falling icicle and chucks a grenade at a couple more soldiers. He then weaves his way round a few more guards, past a clockwork bird and slides uncontrollably along an icy platform. He switches on a lift, jumps onto it, leaps off at the top and... oh dear, gets impaled on a pointy thing.



It's the snowy bit, complete with fat little men, icicles and a funny thing at the bottom of the screen.

Level Three

Rick finds himself in a jungley bit, with a gorilla heading straight for him. He shoots it. Deftly leaping over a rolling boulder, he finds himself with a choice – off to the right, or up? He goes up. No real problems here as Rick takes out a couple more gorillas and shins up a 'column'. He spots a launcher on the right of the screen and ducks in the nick of time as a poison arrow whizzes over his head. Laughing quietly to himself he climbs up a bit further and... oops, treads on a sharp stake.

Level Four

Rick jumps over a couple of runaway barrels, clears away a few guards with some carefully-aimed grenades, jumps down to the bottom of the screen (avoiding the missile-launcher, of course) and flicks a switch. Nothing happens. He jumps blindly onto the screen below, landing on a moving railway truck. (Phew.) He rides to the end of the line on it, jumps off and climbs further downward. Then, just as things are looking up, he walks straight into a jet of flame. And dies. Again.

Then there's always the fifth level if you get through that lot intact.

plenty of sound effects too, beep-fans will be pleased to hear. (Oh – bit of a pun there!)

So, just what is it about these *Rick* games that makes them so devastatingly addictive? Erm, well... Actually I've got a bit of a confession to make. I hated the first one. Loathed it. It was just too flipping difficult for me. However (and that's a heavily-emphasised 'however'), *Rick II* had me absolutely hooked – I couldn't tear myself away. And what brought about this astounding turnaround? Well, it's still hard, but I reckon just a teeny bit easier than the first game. Not much, but just enough to keep you coming back for more rather than switching it off in frustration.

So I liked it then? Yes, I certainly did. Although in theory it ought to get roughly the same score as the first *Rick*, for some spooky reason I'm going to give it a whopping great Megagame. Weird, eh?

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
93°	84°	92°	89°

DIAGNOSIS

More explore-and-collect frolics, but a whole lot better than the original.

90°

JOYSTICK JUGGLERS

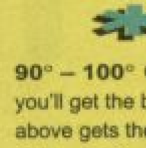
With Halloween just around the corner, we invited the Jugglers into the darkest corner of the shed to find out which ones believed in ghosts...



Matt Bielby *YS*'s ever-cheerful editor ('Babyface' as he's usually referred to in the office) confessed to being absolutely terrified of anything even vaguely spooky. "Once, when I was about six," he began, "I was standing in the playground looking at a butterfly when someone crept up behind me and shouted 'Boo!' I fainted, collapsing into the arms of the most gorgeous chick in the school who just happened to be hanging around me. It would've been great, but unfortunately as soon as I touched her she swooned, and we both ended up in an embarrassing heap on the floor. She never spoke to me again." Poor old Matt, eh? "People were always doing nasty things like that to me. I think they were jealous."



Kati Hamza Despite being a bit of a girlie, Kati steadfastly refuses to believe in spectres. However, she too had a story to tell. "I was standing by the coffee machine the other day when Andy wandered up and asked if I'd get him a drink. 'Van Houten Chocolate?' I asked, always ready to oblige. Andy screamed and ran from the office with his face in his hands. To this day I haven't managed to find out why, and when I ask him he just turns pale and shakes his head. I think he'd seen a ghost, you know."



Rich Pelley "I'm not really too worried about ghosts, but there was an incident a couple of weeks ago which put the willies up me." Oh yes? Tell us about it, Rich. "Well, I was all tucked up in bed one night, sound asleep – there'd been quite a rave the evening before so I was pretty knackered. Suddenly I was woken up by this strange noise. I sat up and was terrified to see this dark shape flapping at the window. Summoning up all my courage, I grabbed the iron bar I always keep handy at night, leapt out of bed and began to beat the 'ghost' as hard as I could. Eventually, after putting up quite a fight, it slumped to the floor and was still. I flicked on the light and saw my flares lying crumpled up on the floor. It had been them all along, flapping in the wind! I didn't see the funny side."



David Wilson Any ghost stories to tell us, David? "Well, it's funny you should ask, actually. Like Rich, I was woken recently in the middle of the night by a 'supernatural' experience. I kept hearing all these squelching noises when I moved, and when I checked out my bed I found my pillow was covered in what could only be described as ectoplasm. On went the light, out of bed I sprung and the explanation became apparent. It was't a ghostly presence at all. I'd simply overdone the Brylcreem the night before. It scared me a bit though – I prefer not to sleep alone these days."



Jonathan Davies When we asked Jonathan his views on supernatural manifestations he looked a bit nervous. "Er, no. I don't believe in them myself. Not at all," he told us unconvincingly. So you haven't got any relevant light-hearted stories you could tell us then? "I haven't, I'm afraid, no. Ghosts just don't exist. And even if they did I wouldn't be scared of them." Just then someone in the office next door's tummy rumbled rather loudly. "Waaaaah!" yelled Jonathan, dropping everything and making for the door, "He's b... b... back again!"

SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° – 69° A few niggles. Lacking in certain areas. Think before you buy!

50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° – 49° Um, below average (believe it or not).

30° – 39° So sick it's due to be hospitalized.

20° – 29° Very poorly indeed.

10° – 19° Critical – not expected to last the night.

0° – 9° Clinically dead.

PROGRAM PITSTOP





A solitary teardrop fell across his cheek. As he stood by the bus, with his packed lunch and pencil case, the wistful tremor of JONATHAN DAVIES' bottom lip betrayed the misery of having to return to university. "I'll miss you, guys," he said. We broke open the champagne.

I was thinking the other day *(Oh no. Ed)*, how is it that whenever you bite into a Just Brazil, or the Brazil nut choccies from Roses and things, the nut inside is always completely intact? I mean, whenever I try to crack a Brazil nut, nine times out of ten it disintegrates into hundreds of little pieces, and even when I do manage to get a whole one it's got lots of little pieces of shell sticking to it. Surely they don't have a huge factory somewhere with thousands of people fiddling about with nutcrackers, huge piles of broken nuts all over the place and every so often someone standing up, shouting "Hurrah!" and holding up a complete, unblemished nut. If you know how it's done, do write in and explain.

Onto the programs then, and we've got another throbbing, pulsating collection of listings to type in. First up, there's a very spooky pattern generator sent in by regular contributor **Rick O'Neill** and then a thing called *The Ghost* from **M Harris**. A trifle weird, that one, but a bit of a corker nonetheless.

Right then, off you go.

PATTERNS

by Rick O'Neill

Doesn't sound very exciting, does it? But, believe me, it is. The first clue to its excitingness is that it's been written by Rick O'Neill, a chap who's provided recent Pitstops with some of their most genuinely exciting programs, including last month's *Distorted Scroller*. But to find out more I think you'll have to type it in and see what happens.

The procedure is simple enough. You need to type in the Basic section and save it onto a tape. Follow this with the hex section, typed in using the Hex Loader (full instructions last month). Specify the start address as 33024 and the filename as "PATERN_C". Then save the code that's generated after the Basic bit, reload the whole lot and bingo.

Rick actually sent a couple of extra programs on his tape which he suggested I used in preference to this one. The first, an Address Book, was jolly good but a bit long. You may just see it in a future Pitstop when I've got more room. And the second was a bit crap.

Basic Bit

```
   5 RUN 100
  10
  15 REM --------------------
  20 REM |Silly Pattern Thingy|
  25 REM |--------------------|
  30 REM |   Writ by Wrick!   |
  35 REM |      31:07:90      |
  40 REM ----------------------
  50
  60
  70 CLEAR 32767: LOAD "PATERN_C
"CODE
  75 LET M=256/PI: FOR A=0 TO 25
5
  80 LET Y=(COS (A/M))*95.5: POK
E 32768+A,95.5-Y: PLOT A,(96+Y)*
.9
  85 NEXT A
  90
  95
 100 POKE 23693,56: BORDER 7: CL
S
 110 PRINT AT 11,1;"SELECT PATTE
RN NUMBER (1 - 5)"
 120 LET A$=INKEY$: IF A$>"5" OR
 A$<"1" THEN  GO TO 120
 130 LET S=(VAL A$*3)-2: CLS : P
RINT AT 11,11;"SETTING UP"
 140 LET AD=33280: GO SUB VAL "2
00230270310330"(S TO S+2)
 150 POKE 33105,T AND T<>256
 160 IF PEEK 23693<64 THEN  GO S
UB 9010
 170 IF INKEY$="" THEN  RANDOMIZ
E USR 33100: GO TO 170
 180 RUN
 195
 196
 197
 200 LET T=256: FOR A=0 TO 255
 205 POKE AD,255-A: POKE AD+1,A:
 POKE AD+2,5: POKE AD+3,2: LET A
D=AD+4
 210 NEXT A: RETURN
 220
 225
 230 LET T=100: LET D=3: FOR A=0
 TO 99
 235 POKE AD,128 AND D=3: POKE A
D+1,128+(D*10): POKE AD+2,D: LET
 D=5-D: POKE AD+3,D
 240 LET AD=AD+4: NEXT A
 250 LET S=1: GO TO 9000
 260
 265
 270 LET T=256: DIM S(4): RESTOR
E 295: READ S(1),S(2),S(3),S(4)
 275 LET D=1: FOR A=0 TO 255
 280 POKE AD,128: POKE AD+1,128:
 POKE AD+2,S(D): LET D=D+1-(4 AN
D D=4): POKE AD+3,S(D)
 285 LET AD=AD+4: NEXT A
 290 LET S=3: GO TO 9000
 295 DATA 1,3,-1,-3
 300
 305
 310 LET T=63: FOR A=0 TO T-1
 315 POKE AD,128: POKE AD+1,A: P
OKE AD+2,2: POKE AD+3,3
 320 LET AD=AD+4: NEXT A
 325 LET S=.34: GO TO 9000
 330 RANDOMIZE 630: LET T=95: FO
R A=0 TO T-1 STEP 2
 340 POKE AD,128: POKE AD+1,A: P
OKE AD+2,2: POKE AD+3,1: LET AD=
AD+4
 345 POKE AD,A: POKE AD+1,128: P
OKE AD+2,1: POKE AD+3,2: LET AD=
AD+4
 350 NEXT A: LET S=2: GO TO 9000
 355
 360
8999 GO TO 10000
9000 GO SUB 9010: FOR A=1 TO T-1
 STEP S: POKE 33105,A: RANDOMIZE
 USR 33100: NEXT A: RETURN
9010 POKE 23693,15: BORDER 1: CL
S
9015 POKE 23693,70: POKE 23624,7
0
9020 FOR A=0 TO 21: PRINT AT A,4
;TAB 28: NEXT A
9025 PRINT  0;AT 0,4;TAB 28;AT 1
,4;TAB 28
9030 RETURN
9999 SAVE "PATTERNS" LINE 70: SA
VE "PATERN_C"CODE 33024,174
```

Hex Bit

```
33024 18 08 80 40 20 10 08 04 =284
33032 02 01 C5 D5 E5 EB 26 80 =1043
33040 6B 5E 6A 56 7A E6 C0 0F =952
33048 0F 0F C6 40 AA E6 F8 AA =1110
33056 67 7B E6 F8 0F 0F 0F C6 =947
33064 04 6F 7A E6 38 87 87 85 =926
33072 6F 7B E6 07 C6 02 5F 16 =788
33080 81 1A 4F 78 A7 28 05 79 =687
33088 B6 77 18 04 79 2F A6 77 =782
33096 E1 D1 C1 C9 DD 21 00 82 =1212
33104 06 5F C5 DD 6E 00 DD 66 =952
33112 01 DD 5E 02 DD 56 03 7C =752
33120 CB 7A 20 05 82 30 0B 18 =575
33128 03 82 38 06 7A ED 44 57 =709
33136 84 84 67 7D CB 7B 20 05 =855
33144 83 30 0B 18 03 83 38 06 =410
33152 7B ED 44 5F 85 85 6F E5 =1129
33160 DD 6E 00 DD 66 01 06 00 =661
33168 CD 0A 81 E1 06 01 CD 0A =791
33176 81 DD 75 00 DD 74 01 DD =1026
33184 73 02 DD 72 03 01 04 00 =460
33192 DD 09 C1 10 A5 C9 00 00 =805
STOP
```

Hex Loader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

THE GHOST

by M Harris

Now I've come across some pretty unintelligible programs in my time, but this one really takes the chocolate digestive. From what I can make out (but don't quote me on this) it converts your Spectrum +2A or +3 into a normal, friendly, cuddly 48K Speccy, as far as is possible, so that 48K-only games will run. But surely, you cry, that can be done by selecting 48K Basic after switching on. Not so, according to former Hacker Of The Month M Harris, the guy who wrote the program. Doing it the usual way apparently won't work with older games. But with *The Ghost*, as it's curiously called, even titles like *Bombjack*, *Frank Bruno* and *Locomotion* can be fooled into working. Some things won't though, like Speedlock-protected games and (I quote) "others that check 0000 for what should be there but isn't". Eh?

Getting it going

Right, so off we go then. The procedure is non-standard but pretty simple. Just type in the first program, save it just in case (but you don't need to keep this bit) and then run it. The computer will appear to reset. Now type in the second program and RUN 20. It will save a copy of itself, plus a copy of the code the first program generated, so have a fresh tape handy. If you now reset the computer, and reload the thing you've just saved, you should find your +2A/+3 has become a 48K.

First Listing

```
   1 REM THE GHOST MTW '90
  10 CLEAR 27999: LET t=0
  20 FOR n=28000 TO 28139: READ
a: POKE n,a: LET t=t+a: NEXT n
  30 IF t<>12642 THEN  PRINT "ER
ROR IN DATA": STOP
  40 RANDOMIZE USR 4535
  50 DATA 243,62,20,1,253,127,23
7,121,33,0,0,17,0,192,1,0,64,237
,176,62,5,1
  60 DATA 253,31,237,121,62,7,50
,232,5,33,204,109,17,75,0,6,0,14
,2,237,176,17
  70 DATA 82,11,14,4,237,176,17,
73,19,14,4,237,176,17,125,27,14,
4,237,176,17,244
  80 DATA 27,14,3,237,176,17,70,
38,14,3,237,176,17,60,60,14,3,23
7,176,17,71,21
  90 DATA 14,9,237,176,33,0,57,1
7,1,57,1,0,3,54,60,237,176,195,1
83,17,191,2
 100 DATA 214,165,48,9,175,17,54
,21,253,203,10,126,223,254,13,20
5,142,2,195,244,255,32
 110 DATA 47,32,77,105,107,116,1
11,114
```

Second Listing

```
  10 CLEAR 27999: LOAD ""CODE :
RANDOMIZE USR 28000
  20 SAVE "GHOST" LINE 10: SAVE
"GHOST.COD"CODE 28000,140
```

Techno Twaddle

There's always someone who wants to know more, who's never satisfied. It makes my life so much harder. *(Just get on with the job. Ed)* Sigh. Righto, as I really haven't a clue what all this is about I'll quote Mr Harris directly...

"Blah, blah, blah... puts a copy of the 48K ROM into page four, then shuffles the memory map into one of the special configurations (so it would, if you could actually see the pages, be in the order four, five, six, three). The only problem is that as the ROM will be in page four, and that page is in the contended RAM list, everything happens slowly (including the Load/Save). So I've changed the delay loop in the Loading routine, but left the Save one alone... blah, blah, blah... replaces all the bits that Amstrad moved... fills new 128K code area with C3s to generate a new interrupt table for all those games that use the blank addresses that used to be there... instead of jumping to FFFF on interrupt (using 39-3C as the vector) it will now jump to C3C3 which will then redirect to FFF4... if loading problems arise, try POKEing 1512 with numbers around five to nine (originally seven)..."

And so he goes on. And on. I hope all this makes sense to someone. I was okay up to the interrupt bit, but then everything went all black and I woke up inside a spaceship and...

CREEEEEEEK

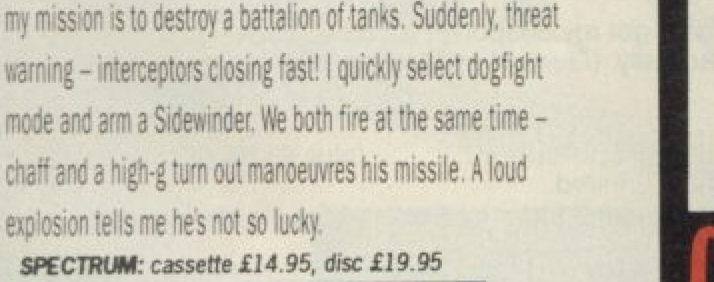
Doesn't time fly when you're having fun, eh? We've reached the end of another Pitstop, and it's time to start thinking about the next one. I'll need all the programs you can come up with, so send them, on a tape, to Jonathan Davies, Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. See you next month.



F-16 COMBAT PILOT

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

***SPECTRUM:** cassette £14.95, disc £19.95*



ATARI SCREENS



Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

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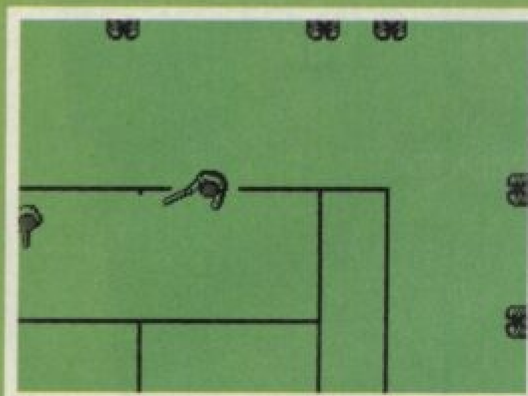
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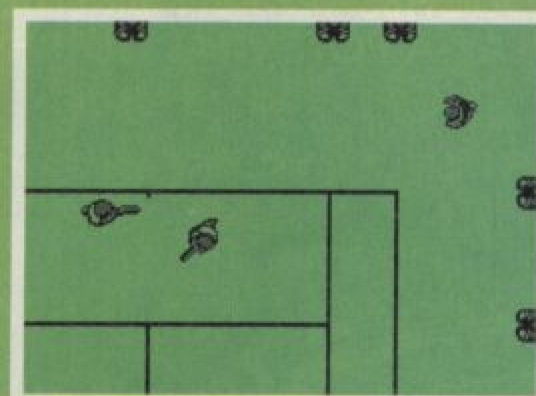
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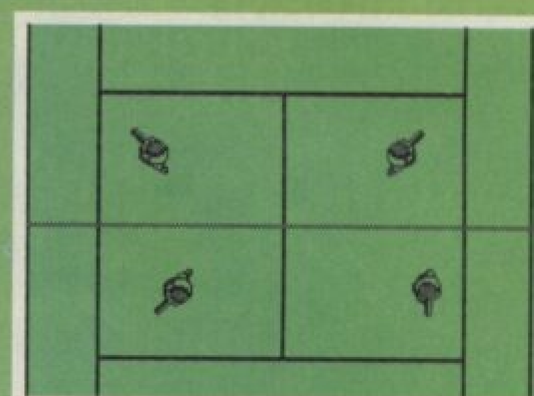
ADIDAS CHAMPIONSHIP TIE-BREAK



Here I am, caught in a typically dynamic action pose.



The ball was not out! Umpire, umpire, stick it up your... *(Cut that out. Ed)*



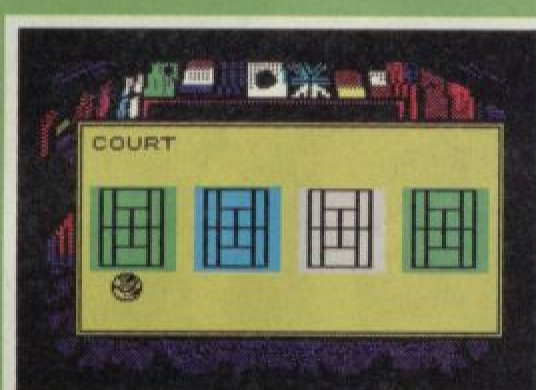
No, you idiots, you do formation dancing in a swimming pool, not on a tennis court!

Ocean/£9.99 cass/£14.99 disk

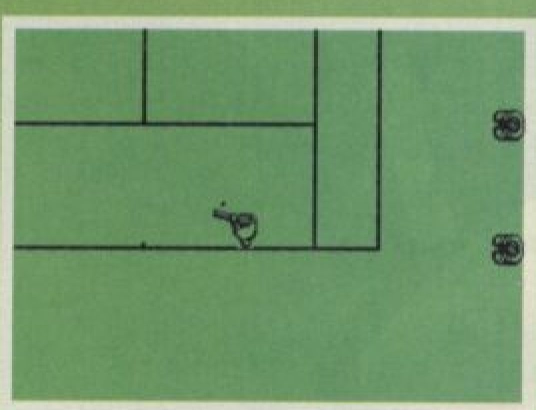
Jonathan I thought I'd make the effort to get into the right frame of mind for this one, so off I went to the greengrocer's. Unfortunately, however, my attempts to procure a punnet of the traditional Wimbeldon fruit were met with blank stares – apparently strawberries aren't generally the 'thing' at this time of year. Mind you, I shouldn't have thought tennis games were either, but there seems to be no stopping the people at Ocean now they've got their heart set on this Adidas series. (In the end I had to make do with some strawberry-flavour Tuttie Frutties, although they're not the same really – don't soak up the cream properly for a start.)

So it's a tennis game then? Indeed it is, but it's not quite the same as all the other tennis games that have appeared this year. For a start, it scrolls (huh?), and there are a whole bunch of options that give you various combinations of singles, doubles and two-player games. The box also contains an invitation to join the Adidas Elite, allowing you to 'get closer to your favourite stars, like Steffi Graff, Mark Hughes or Steve Cram', and receive a newsletter three times a year bringing you 'the latest sporting headlines'. This I declined.

But back to that scrolling business. It all sounds a bit weird for a tennis game, don't you think? After all, tennis courts are pretty small on the whole, and it ought to be possible to fit it all onto the screen at once. Ocean, however, appear to have decided that, as the idea worked so well in *Championship Football*, perhaps the same principle could be applied to *Tie-Break*. So what we've got is a window looking onto about a quarter of the court which scrolls to keep up with the ball. This means that your player is only on the screen about half the time, but, as we'll discover later, this isn't too much of a problem.



Mmm. Never say they didn't give you a choice.



Tennis, eh? Well, two can play at that game!

So how about all these options? Well, before you start you've got to choose between 'Tournament' or 'Practice' modes, which sort of court you'll be playing on (these range from grass to PVC, with some decidedly silly colours for some of them), what weight of racquet you'd like to use (?), who you'd prefer to play against if you're in Practice mode, and whether you'll be playing singles or doubles.

Once out on the court you'll find your range of moves is pretty restricted. In fact, you can't actually move at all. The computer looks after all that, always ensuring that your player is in the right position to knock the ball back over the net. So it doesn't really matter that your player keeps disappearing off the screen. Phew. But what *can* you actually do? Well, really it's all down to pressing the 'Hit' button occasionally. The computer takes care of forehand and backhand, and all you have to do is arrange to hit the ball at the right moment to send the ball in the right direction. You can vary things a bit with stop shots, top-spin and lobs, whatever they are, but there's a general feeling that things are a bit out of your hands. You will have to keep an eye on which player is which though. They all look the same, you see, and in a game of doubles it's very easy to forget which side of the court you're playing on and mess everything up.

So, as long as you don't mind the substantial lack of 'player involvement', and the strange purple-skinned people on the loading screen, *Tie-Break* is a neatly put-together and enjoyable game. Its long-term prospects look a little limited, but sports fans should get out there and grab a copy.

finalverdict

80
60
40
20

79°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
68°	74°	87°

DIAGNOSIS

A slightly strange but generally enjoyable tennis game (that scrolls).

INSTANT APPEAL 85°

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Hello, chums, it's me again – Gadgy the mutant ninja duck! Whoops, done it again. I'm not Gadgy the mutant ninja duck at all. I'm Matt Bielby, the most important person in Bath, and don't you forget it. Eh? Where's that screaming coming from? Ha ha ha! It's Andy – he's got his hair caught in his typewriter again. Serves him right for being a hippy, so far as I'm concerned. Right onto you lot...

MAKE 'EM HARDER

I'm writing to say that I'm slightly irritated to say the least with the *YS* compos. The problem's not in the prizes but in the questions. What I mean is that they're so ridiculously easy the compos are just turning into a prize draw. Why not make the questions harder so if you know the answer you may have a slightly better chance of winning as less people would get it right? Thanks for reading this rubbish.
Mark Williams
Swavesy, Cambridge

Yes, it was a bit of a crap letter, wasn't it? Still, never mind, we can't all be perfect. Compos then. Right, tell you what I'll do – I won't send you your badge, I'm going to make you earn it. Here's a mini compo, and the prize is.... your badge. (Anyone can enter by the way, so let's hope you're the only person who gets the answer right.) Here goes!
Q: *What's the capital of France?*
A: *On a post card please, addressed to* Paris Compo *at the usual Bath address.* **Ed.**

THEY'RE TOO HARD

I fail to see why the games in your magazine are reviewed by 'experts' alone. I'll take a wager that whoever reviewed *Robocop* got a lot further than I had after the first hour's play. Consequently, he told the world how great it was and what goodies awaited (for those with ample time to practice).

On the other hand, an impartial review from the tea-lady or caretaker, who aren't very good players, would be much more helpful to those in a similar position to myself. It would seem to be a sensible and helpful step therefore to include both types of reviews in future – one for the seasoned players and the other for novices.
D Manning
London SE18

A brilliant idea! Unfortunately the caretaker is on holiday at the moment, so he's out of the question. The tea-lady it has to be then (which in our case happens to be a coffee machine). We gave the coffee machine a joystick, set it down next to the telly and loaded up Robocop. *Here's what it thought of the game...*

"Slosh, slosh, slosh, slosh."

Oh dear – your idea didn't work very well after all. Still, full marks for trying. We'll give the caretaker a go when he gets back from Clacton. **Ed.**

STUPID QUESTION

I have a question to ask. What do journalists like yourself do in the office apart from playing computer games all day?
Mark Bennett
Warley, West Midlands

Well, it varies from person to person. Andy, for instance, spends most of his spare time 'concentrating' on growing his hair as fast as possible (he was forcing it so hard the other day that he burst a blood vessel in his eye). When he's not doing that he chats up any women who are foolish enough to venture into the shed. I myself help to keep British Telecom in business with my long-distance gossiping skills. **Ed.**

BLOKE COLLECTOR

I am an avid *YS* fan, and when I get your fab magazine (creep creep) I never miss an opportunity to read the lonely hearts column (I have already managed to get one loony pen pal through you). Anyway, while I was reading the column in your September issue I noticed that six of the lonely hearts were from Harlow in Essex. That's over half. What's up with them all? Isn't there any romance in Harlow? Or have they all got three noses? Perhaps I could suggest that they all get together and have a mega nose blowing-competition or something.
Christina Cole
Nuneaton, Warks

What are you doing tonight? **Ed.**

A LITTLE BIT OF A DIV

You cocked up my name in Letters in ish 57. I did the crap beat-box 'thang' (which happens to be nicked from the Beats International CD). I'm not Richard Anders(s)on, I'm Stephen Richard O'Brien De La Soul II Soul Adamski Maneating Triphid Anders(s)on. (Well, Steve'll do.) And don't bother giving me one of your crap excuses for not printing my name right. You can't fob me off that easily. I've got an IQ of 141, making me cleverer (this is a word) than 96% of the population. I've got stuff to prove it!
Steve 'Sven Andersson' Anderson
Gloucester

So what? It also means that four percent of the population are cleverer than you, which, if you work it out, means you're thicker than about three million people. Not quite so smart when you look at it that way round, is it? And for being so big-headed I'm going to stamp on your badge before I send it to you. (Mind you, three points for having relatively good taste in music.) **Ed.**

NODDY CAR

I was very glad when you featured a car such as my own (a Reliant Robin) in the August issue of your

DOODLEBUGS

Congrats to **Phil McCardle** from Bury in Lancashire for his natty little sketch. He goes home with a bumper pack of three free games, which is exactly what you could win if you come up with something just as good (or perhaps better). So what ya waiting for? Send your funky scribblings to Doodlebugs, *YS*, 30 Monmouth Street, Bath BA1 2BW.



mag, but please note that it is not a 'Noddy car' as expressed, I am not an ex-biker and have owned several cars including the Lamborghini Diablo. I have come to the conclusion that the Robin is the fastest and most luxurious car in existence. I have only one punishment for the *YS* team, and this is to spend the rest of your days driving a Lada Samara (except for T'zer, who can come for a ride in my 'car' anytime). Here's a poem. *(Oh no. Ed)*

The Reliant Robin is really great,
It's really fast and never late,
If you think that it's crap,
You are going to get a smack!

Big Ears (Ex-Madonna Bodyguard)
Bicester, Oxfordshire

Come, come, come. Now, you know how fair I am, and how I always try to see 'the other person's side of the argument' (ahem), but really – honestly! I'm almost speechless. The Reliant Robin IS a Noddy car, and there's no getting out of it. A friend of mine had one once (don't ask me why) and while he was out driving one day he took a corner at 40 mph and the whole car rolled over. It ended upside-down in a ditch. His dog (who was a passenger) got flung out of the nearside window and broke its leg. It's true. Robins are crap! **Ed.**

MORE ON MOTORS

Your recent *Pssst* feature on cars and their drivers prompted me to write to you about my bête noir – General Motors phasing out the Opel Manta and replacing it with the Vauxhall Calibra. I have several reasons for my deep feelings on the subject, but especially that...

1) I own a B-reg Manta 1.8 GT, and would like to replace it with a newer model, but cannot afford a Calibra and cannot get hold of a newer Manta as people don't want to get rid of them.

2) I do not feel the Calibra has the same character as the Manta, as it is too Japanese-influenced and too electronic.

3) The Manta was an original design, whereas the Calibra is based on, of all things, the typical rep's car – the Vauxhall Cavalier!

I am not saying that the Calibra is not a nice car, it is, but I'm just saying that I think General Motors should have kept the Opel Manta as well as introducing the Vauxhall Calibra.

Darren 'Dazza The Dude' Rowley
Farnham, Surrey

So? What on earth do you expect me to do about it? Oh, all right then, I'll phone General Motors for you.
Me: *Well? Why did you phase out the Opel Manta?*
General Motors: *Because it was crap.*
Me: *Oh. Thanks a lot. Bye.*
So there you have it, it's official. You drive a crap car as well. Still, at least it doesn't roll over every time you take a corner slightly too fast. **Ed.**

DOUBLE TREBLE BLUFF

Please don't make this the Star Letter. Aha! But then you would think that I was trying to make you think that I wanted the Star Letter by trying to outwit you. Aha! But then you would think that I would want you to think that I wanted to think that I didn't want the Star Letter then you would think that you would know that I was trying to fool you by saying I didn't want the Star Letter and then thinking I did really BUT I wouldn't really think that you would think that I would think that you couldn't think I wanted it. Then again *(Oh, shut up. Ed)* you COULD think that I didn't want the Star Letter by making you think I did want it when I really didn't, then you would think I did, but REALLY I was thinking that I did but you thought I didn't, then I did want it.

The Mad Black Pudding
Bury, Lancs

God, all this multiple bluffing has given me a migraine. I'll tell you what I'll have to do – and that's to conduct one of my 'experiments'. I'm going to hold Barry (the YS guinea-pig) underwater in the YS fishtank for three minutes. If Barry can hold his breath that long then I'll assume you really DON'T want the Star Letter, in which case I'll give it to you. If, on the other hand, Barry dies, I'll assume the opposite and not give it to you. Okay? Ready? Right, count to 180, everybody. **Ed.**
"Oh no!" **Barry.**

STAR LETTER

FORCED PERSPECTIVE

Have you ever tried looking at 3D the other way? Erm, I'll explain – look at an isometric game screenshot, say *Escape From The Planet Of The Robot Monsters*. We all 'know' what is the floor, because the sprites are walking on it. But try to look at it so that they're hovering under the 'floor', under the ceiling. So that the corner at the bottom of the screen, which is meant to be the 'nearest' to you out of the screen, looks as if it's the furthest corner. Do you get what I mean? Try it – it's a weird experience...

David 'Surreal' Maher
Waltham Abbey, Essex

I tried it and it worked a treat. The trouble is that I can't get my brain to stop doing it, and as a result everything I look at is all sort of wibbled up. For instance, I think I managed to get your free games into the Jiffy bag but I can't be too sure. (It looked like I was actually placing them underneath it.) So, if you receive a package from us with nothing inside you'll know that a) it was meant to contain your prizes, and b) it's your fault they aren't there. Blimey – Andy's walking on the ceiling. **Ed.**

EEH, EEH, EEH

Well, well, well! YS giving free badges? Well, send me one, okay? How much is it? Ah! Ah! Ah! (Just a joke.) By the way, I'm an addict of *YS*, so don't stop or I kill myself.

Peter M Cattez
Moimanta da Beira, Portugal

How come you Portugese lot always write "Ah! Ah! Ah!" when you're describing laughing sounds? If there's one thing that's universal among folk on planet Earth, it's that when they laugh they pronounce a hard 'H' sound first, followed by vowels (normally A's). So it's ha ha ha, NOT ah ah ah. Comprendo? **Ed.**

GAZZA'S GUFF-UP

Just after England miraculously beats Belgium in Italy, Paul Gascoigne, in an interview, has reckoned all Belgians are "bast***s". But as I didn't consider Gazza like a big intellectual, I thought that he didn't represent all English. When I saw your review of *Italy '90* (ish 56), when I see you were talking about "pathetic" Belgium, I knew that I was wrong. If you have nothing to say but racist remarks, you better shut your big mouth.

Jan Glatman
Quaregnon, Belgium

Hold your horses! YS racist? I don't think so somehow. We're just rude to everybody (especially the French). We're even rude about ourselves. We don't really mean it though, it's just meant to be taken with a pinch of salt. (Which is a rather stupid English expression that means don't take it seriously, we're only joking). However, as for England "miraculously" beating Belgium – you what??? The "miracle" was that Belgium actually qualified for the World Cup in the first place! **Ed.**

REMARKABLE



I guess you've had enough of crap pics, so I've drawn a good one. It's a picture of your Kati Hamza. Great, innit?

Andy Mason
Romford, Essex

Uncanny is the word I'd use. In fact, I reckon it's a photograph. Either that or you've traced it off a photograph. And you know what you get for cheating in this magazine, don't you? You don't get a badge. Ah! Ah! **Ed.**

TWO EDS ARE BETTER THAN ONE

My name is Ed! I'm from Portugal and I'm crazy! But not crazy enough to say that YS is good, because YS is totally crap, isn't it? *(Yes, I suppose it is a bit on the naff side. Ed)* As you know, I'm crazy, but normal and truly thinking I think that YS is the greatest Spectrum mag in the universe. Now, if you don't print

WONDERFUL WORLD OF SPECCY

Letters from around the world. Letters that are full of strange requests. Letters that don't make a great deal of sense. These are the kind of things you'll find here every month – and this time we have one from Nigeria. Take it away, James...

Dear Sir
Compliments of the season to you sir. How are you sir? I hope you are in good condition? If so glory be to God Almighty. My main purpose of our writing you this letter is because we want you to please be sending us your monthly illustrated catalogue. And I would also like you to please send me one of your computers (only me will be sharing it). Some of my friends want it too, so I have included their addresses. I will be expecting you as soon as possible.

James Fawode
Oshodi, Lagos, Nigeria

Compliments of the season to you too. And yes, I am in quite good condition, so we can indeed allocate a small portion of glory to God Almighty. He's seen me all right, I can tell you (apart from the time he knocked me off a climbing frame when I was drunk and took a bit of one of my teeth from me). Anyway, so you want a free computer, do you? Fine, and I don't blame you for asking, but I'm afraid it's a bit of a no-no situation this end. Sorry. **Ed.**

Trainspotter Award



RETAKE RETHINKS

Ha! Got you this time! In issue 57, page 39, you said in reply to Richard Anderson's letter that Rich 'Trousers' Pelley was incredibly thick and he was re-taking his GCSEs for the 89th time, and that Rich was actually 77. However – GCSEs can only be retaken twice a year, which means that Rich must be... erm... (quick calculation).... 61! (Work it out for yourself.) So he's not 77, as you said. There, get out of that one.
Howard Barlow
Stockport, Cheshire
PS 90/2 + 16 = 61, not 77.

Aha! But you may be aware that Trainspotter claims must be Trainspotter-free themselves. And yours isn't. If you'd taken the trouble to read this particular issue before writing, you might have noticed another letter from Richard Anderson saying that his name is in fact Stephen. So you got his name wrong. Therefore even though you've been rather clever you don't qualify. It's a cruel old world, isn't it? Still, I don't make the rules. (Er, actually I do – so forget that last bit.) **Ed.**

GOTCHA

Re issue 41's cover and issue 56's letter – I am claiming several Trainspotter Awards on the following grounds...
1) The Ferrari in the picture has a custom plate, 'SCOOP 1'. These are ILLEGAL in Ciskei.
2) Zwelitsha is not twinned with any other place in the world, never mind Blackpool!
3) Ciskei does not have a three-quarter-size replica of the Blackpool Tower.
4) As Britain does not recognise Ciskei as a country ('cos it's a South African homeland), there is no British Embassy there. In fact, the nearest British Embassy is just over 1,000 miles away in Pretoria.
5) Ciskei number plates are written FORWARDS, just like everywhere else in the world.
6) The first three words of the Ciskei national anthem are 'Ishe Komborera Afrika', which means 'God Bless Africa!' The first three words are NOT "Ooh la la".
7) The offending cover had bushes in it, at the base of the offending tower. Since Ciskei is 100% DESERT, this is, of course, impossible.
Adding all that up makes seven Trainspotter Awards, please. And don't try to argue – I have actually been to Ciskei. So there.
Bryan Morton
Bangor, N Ireland

1) Oh no they're not. Anyway, the car was just driving through, and you're not telling me that all cars visiting Ciskei have their number plates removed and replaced with Ciskei plates, are you?
2) Okay, so maybe Zwelitsha isn't twinned with Blackpool, but I find it hard to believe it isn't twinned with ANYWHERE.
3) Er, yeah. Okay, you've got me.
4) Ooof! Hey, no need to kick a man when he's down.
5) Ooof!
6) Yes, but a *French* person living in Ciskei might sing it as "Ooh la la" for a sort of 'joke'. Ooof!
(7) Aha! They were special bushes that didn't need water. Ooof!
Counting up I think I'd say you're in for five and a half Trainspotters, not seven. But it doesn't really make any difference, because you can only have ONE. **Ed.**

this letter, and if you don't give me a *YS* badge, I will not only call the police – but also change my opinion about *YS* and I will think of you as a $£*@£$*!
Ed(uardo) Marques
Espinho, Portugal

You can have two badges if you agree with me that Belgium is crap. **Ed.**

PICCIE-GRAM SOLVED

Here's my translation of the strange letter by James Steed in issue 57...
Neil Ashmore
Stockport, Cheshire



PS If you ask me, he must be a right weird pillock to send letters like this.

You thought I was going to say something along the lines of "Yes, as must you be for bothering to translate it", didn't you? But I'm not going to. Instead I'm going to type three completely random letters followed by a description of a boiled egg. Here goes – P, Z, W. It's ovoid until you take the top off, then all yellow and runny inside (except for the hard white bits). **Ed.**

SMALL PRINT

How do you power the Speccies from inside the shed?
Michael Sheppard
Waterlooville, Hants
We've attatched the hamster's excercise wheel to a generator. (We get through about eight hamsters a week.) **Ed.**

Is *YS* environmentally friendly?
Dominic Brookman
Kenilworth, Warwickshire
It will once Andy gets his hair cut. **Ed.**

I'm Scottish and I don't own a kilt.
Mark Donaghy
Cardonald, Glasgow
I once went on holiday to Holland and didn't bring any ornamental clogs back with me. **Ed.**

Theoretically, bees are too big to fly.
Dillon Wolfe
Liskeard, Cornwall
Someone should tell Arthur C Clarke. **Ed.**

I will give Greenpeace £1 for Small Print, £10 for letter, £15 for Trainspotter or £45 for Star Letter AND Trainspotter.
Steve Anderson
Gloucester
Well, you were mentioned twice in Trainspotters, so I make that £41. Yo, Greenpeace, by the way! (I'm a member.) **Ed.**

Huh, I bet you can't eat three.
Dan 'Yum' Garrovski
Deanshanger, Milton Keynes
I can't even eat one. Shredded Wheat is so disgusting it makes me want to be sick right here and now. Booooorrkk! **Ed.**

My best kisses to Kati Hamza.
CG
Sweden
I'll pass them on, but unfortunately I've still got vomit round my mouth – I don't think she'll be very impressed. **Ed.**

Madam Pico is the most gorgeous person on earth.
Jamie Spoog(?)
Worksop, Notts
Er, yes – quite. Nurse? **Ed.**

I have enclosed an elastic band to fire at the person of your choice.
Matthew Murfitt
Warlingham, Surrey
Thanks. It came in useful. **Ed.**
Yeah... thanks a lot. **Andy.**

BUD PICO'S



HOW TO DO IT!

Dear Bud
Where is Madame Pico? She's much better than you are. Her column used to be amusing, but yours is actually rather boring. Bring back Madame Pico! Naff off, Bud!
Bryan Winstanley
The Bring Back Madame Pico Gang

Hmm... not very much in the mailbag in terms of cries for practical DIY help this month, is there, readers? Let's have another delve...

Dear Mr Pico
I am about to participate in a school project, whereby I'm to be left on a desert island for a month to test my survival skills. Well, I was wondering if I could take my Speccy. Obviously, this would require some sort of power source, so I was wondering if you could help me build a 9-volt generator.
John Flaxwell
Hants

Sorry, John, I'm plumb out of generator-building ideas this month. But I will give it some thought.
Cheers
Bud

Remember Alan from Durham was rather worried about indestructible Spanish milk bottles? Well, we can all breath a sigh of relief because it appears his grandfather was rather 'having him on'! As promised, I passed Alan's letter on to Madame Pico, and here's her reply...

Dear Alan
Geriatric jokers really can catch you off-guard, can't they?! Still, elderly relatives can sometimes also offer very useful advice, culled from their many years of experience. Here's a helpful tip from my own grandfather 'Bumpa' Pico, for instance – never wear your vest back-to-front. Say you were riding a motorcycle, had an accident, and were knocked unconcious. If a helpful passer-by stopped to assist you then they may notice your vest label at the front and think "Oh, his head's been twisted around 180°!" If said passer-by then attempted to twist it back to its 'original' position the consequences just don't bear thinking about! So don't feel too bad about pensioner's pranks, Alan, but respect your elders. They can offer invaluable advice to youngsters like yourself just setting out on the road of life.
Best wishes
Madame Pico

Thank you, Madame Pico. (And get well soon!) Any other readers with DIY queries out there? Do drop me a line and I'll see what I can do.

NEW YORK WARRIORS

Virgin/£9.99 cass/£14.99 disk



Jonathan Why is it that anyything that's in any way 'happening' these days has to be set in America? Eh? I mean, even here in Bath, even we're capable of injecting a certain amount of groovy style into our lives. But we're not Yankees, are we, so no-one wants to know. Load of cobblers, if you ask me.

The result of this rather narked outburst is that I've just been inspecting *New York Warriors*, rather than *Manchester Warriors* or *Peckham Warriors*. We're in the not-too-distant future, so naturally anarchy and organised crime are rampant, the government has lost control and things, generally, aren't looking too hot for your average law-abiding citizen. The problem is that a group of drug dealers called the Church of the Third Coming have been slipping narcotics into the food and water supplies so that the whole population of the world has fallen asleep. That is, apart from you and an assortment of chums of course. And obviously you've been watching a fair few Walter Hill movies too many 'cos you've decided to call your group The Warriors, with the lauded aim of wiping out all the baddies. The only slight problem is that they've gone and planted a bomb in the World Trade Centre which they plan to blow up unless you all surrender. So in you go to defuse the bomb and save the world.

What a load of crap, eh? And it does nothing to disguise the fact that this is just a slightly rubbishy scrolling shoot-'em-up with not a lot going for it. There are about seven or eight levels (sorry – a bit vague there) which multiload in to give you an area of New York between Walt Whitman Park and the World Trade Centre, via places like the Brooklyn Bridge and Broadway. Each of these is made up of an area about three screens wide and three screens high which scrolls in four directions to let you wander around it. I hardly need point out, I suppose, that the whole



"Oh, War-ri-ooors, come out to play-eeeee!'



A gun! Better pick it up. (Or switch my Spec off and go and have a cup of tea.)



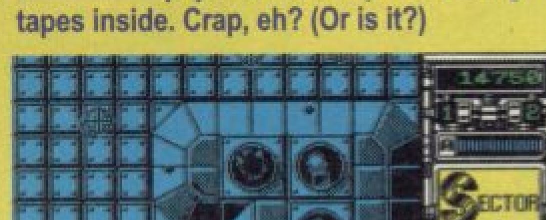
At last, I've got some baddies to blow away. (Took your time, didn't you, boys?)

EDITION 1

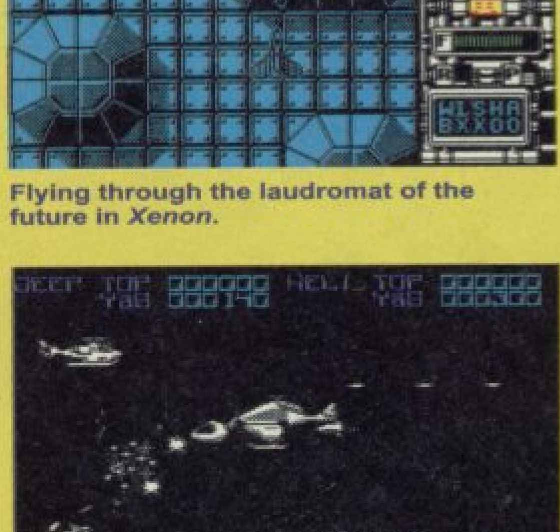
Virgin Games/£12.99 cass



Rich *Edition One* is a big box with a pretty picture on the front with a folded-up piece of paper and a couple of boring tapes inside. Crap, eh? (Or is it?)



Flying through the laudromat of the future in *Xenon*.



All this *Silkworm* jeep-bouncing-around malarky's making me feel, er, a bit car sick. Oh no... Bleeeeuurrgh!!

Gemini Wing

Jackie gave this a measly 43° last year – a trifle unfair, methinks (perhaps she was having problems seeing over the desk or something). It's another vertically-scrolling shoot-'em-up, with you blowing up spooky alien insects and things. Weird. It's quite good fun, if a trifle hard (suffering heavily from the disappearing bullet syndrome, which is a bummer). But stuck onto a compilation I'd say it deserves slightly more than the pitiful rating it got last time. So it can have, dum dee dum, 55° instead.

'90 Rating – 55°

Double Dragon

Next up it's *Dub Drag* – a beat-'em-up full of huge strapping blokes, scantily-clad women and threatening geezers wielding baseball bats (hardly the sort of people you'd invite home for tea). Not that they'd come anyway – they'd much prefer to beat the crap out of you (and a chum) instead. It's a horizontally-scrolling affair, with plenty of opportunities to interact with the scenery (climb ladders etc) and pick up weapons. It's a lot of fun for a while as well, but the graphics are a bit shoddy and it gets rather tedious rather too quickly.

'90 Rating: 70°

Xenon

Xenon, on the other hand, would would come home for tea and even stay the night for a jim-jam party (if you asked nicely). It's a monochrome vertically-scrolling shoot-'em-up, and an utterly brilliant one at that. Graphics 'n' sound are excellent, but the best bit's got to be the variety – all four levels are completely different from each other so you'll never get bored (well, not for ages at least). The height of the compilation (so far anyway).

'90 Rating: 92°

place is infested with baddies, booby traps and add-on weapons. (Oh, and you can have two players doing it together if you want.)

Okay, time to start pulling it to bits. The graphics are the real let-down. They're not actually bad as such, but they're very Spectrumy, what with the jerky scrolling and overall monochromeness. Then there's your Warrior. Although he can walk in eight directions he can only fire in five – from side to side, forwards plus the diagonals. Not much use when there's baddy behind him, eh? And the multiloader's a complete barst as well. Not only does everything load in unbelievably slowly, but you've got to reload Level One every time you die, even if that's where you lost your last life. Groan.

If you're a mapper or a tipper, and you think you can put up with all that (and I can't say I could for long), *New York Warriors* might be just the game for you. Okay, so it's got a few original touches, like a bloke asleep on a bench who suddenly wakes up and tries to take you out, but for the rest of us, well, it's hardly going to light our fire.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
69°	58°	65°	57°

DIAGNOSIS
An okayish scrolling shooter that loses out by being a bit crap.

62°

Silkworm

Blimey – not only've we got *Xenon* bunged in, but *Silkworm* too, which is brilliant. Utterly. This shoot-'em-up scrolls sideways and features lots of choppers (ahem), but the best bit is when player two plugs himself in and takes control of this little jeep underneath – jumping over mines and things. The variety of the baddies is absolutely immense, including these super little ones which join up into bigger ones in mid-air. Graphics are superb, as is the whole game really. Completely addictive. A 'must' (whatever that means).
'90 Rating: 93°

And there you have it. At a mere 324.75p per game (I did it in my head. Honest), we really are talking barg city here. I'd say the pack is worth it just for *Xenon* and *Silkworm* alone, although *Gemini Wing* and *Double Dragon* aren't too bad to have as well.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
88°	85°	90°	95°

DIAGNOSIS
Two utterly good games, and two not quite so good (but not that bad either). Quite a good compy then.

88°

EMLYN HUGHES ARCADE QUIZ

Audiogenic
£10.99 cass
£14.99 disk



Kati Wobbly. That's how I felt when they told me. Wobbly, weak-kneed and overwhelmed. I mean – little old moi reviewing a game about the greatest jumper-wearing, lolloping Liverpudlian centre-back of them all?There are people who'd kill to get as close to Emlyn Hughes as this! I had to take a deep breath, I can tell you. Then, jibbering with the thrill and excitement of the thing, I loaded my copy of *Arcade Quiz*.



Recognise him? Yep, it's the great toe-poking impressario himself – the man who has as many jumpers as a kangaroo convention (a lot) – the marvellous, the amazingly spooky Emlyn Hughes.



And here I am in the bonus round. More cash on offer if I get the questions right. Can you guess the answer?

Immediately I encountered Disappointment Number One. *Emlyn Hughes Arcade Quiz* has about as much to do with football as it has with gnat-farming in Timbuctoo. In fact, the questions are strictly 'general knowledge' with the odd smattering of tasty footy gems thrown in.

It looks and plays exactly like a pub trivia game. The object is to get from one side of the screen to the other by moving across a bunch of natty squares that interconnect. A lot of them are question squares, a few are devious spinning squares and traps, and some are covered in bonuses or the odd piece of cash. (If you don't pick up a big-enough wad you can't afford a ticket to the next level even if you win.)

Now here's the sneaky bit – if you're slowed down by traps (or just plain thick) the scrolling finally catches up with you and pushes you off the screen – game over. The graphics and sound aren't too hot, but so far it looks like a neat little trivia number.

Right. Off I go. Question Number One. Who did the zany animation for *Monty Python's Flying Circus*? A) Terry Gilliam; B) Michael Palin; C) Graham Chapman? I know it, I know it! It's A! (Cor-rect.) Okay, let's have a look at Question Two. What is the name of the dog in *Neighbours*? Erm... Bouncer, obviously. (So far so good, eh?) Question Three. What public school did Winston Churchill attend? Haven't the foggiest. Does anyone in the office know? Erm, no. Do any of my friends know? No. I'm stuck. The questions in *Emlyn Hughes Arcade Quiz* are either super-easy or rather obscure. Put it another way I'd say they're simply not very good. Disappointment Number Two.

Now, what's the capital of Scotland? You know and I (and even Emlyn) know that the capital of the place where nobody knows what the men wear under their kilts is Edinburgh. But this game doesn't. Sometimes it tips Aberdeen or Glasgow for the job instead! Disapoinment Number Three.

And as for the Big Em, all you really get to see of him are a few monochrome head and jumper shots of the king of the v-necks, smiling (if you're doing well) or covering his face in shame (if you're not). Which is probably the only saving grace of the game actually.

All of which brings me to the following sorry conclusion.

1) Winning cash bonuses isn't exciting unless there's real cash involved.

2) Quizzes aren't much fun if you know most of the answers in advance.

3) Don't ask Audiogenic if you want to pass your Geography O-Level.

And my final verdict? I'll give you three guesses. A) A superb and challenging arcade quiz full of top knotch questions and clever little touches; B) An okay-dokey little number but nothing too exciting; C) A fairly neatly-designed arcade quiz marred by crap questions? (The answer's at the bottom.)



With questions like this you sometimes wonder why it's not Magnus Magnusson leering down at you instead!

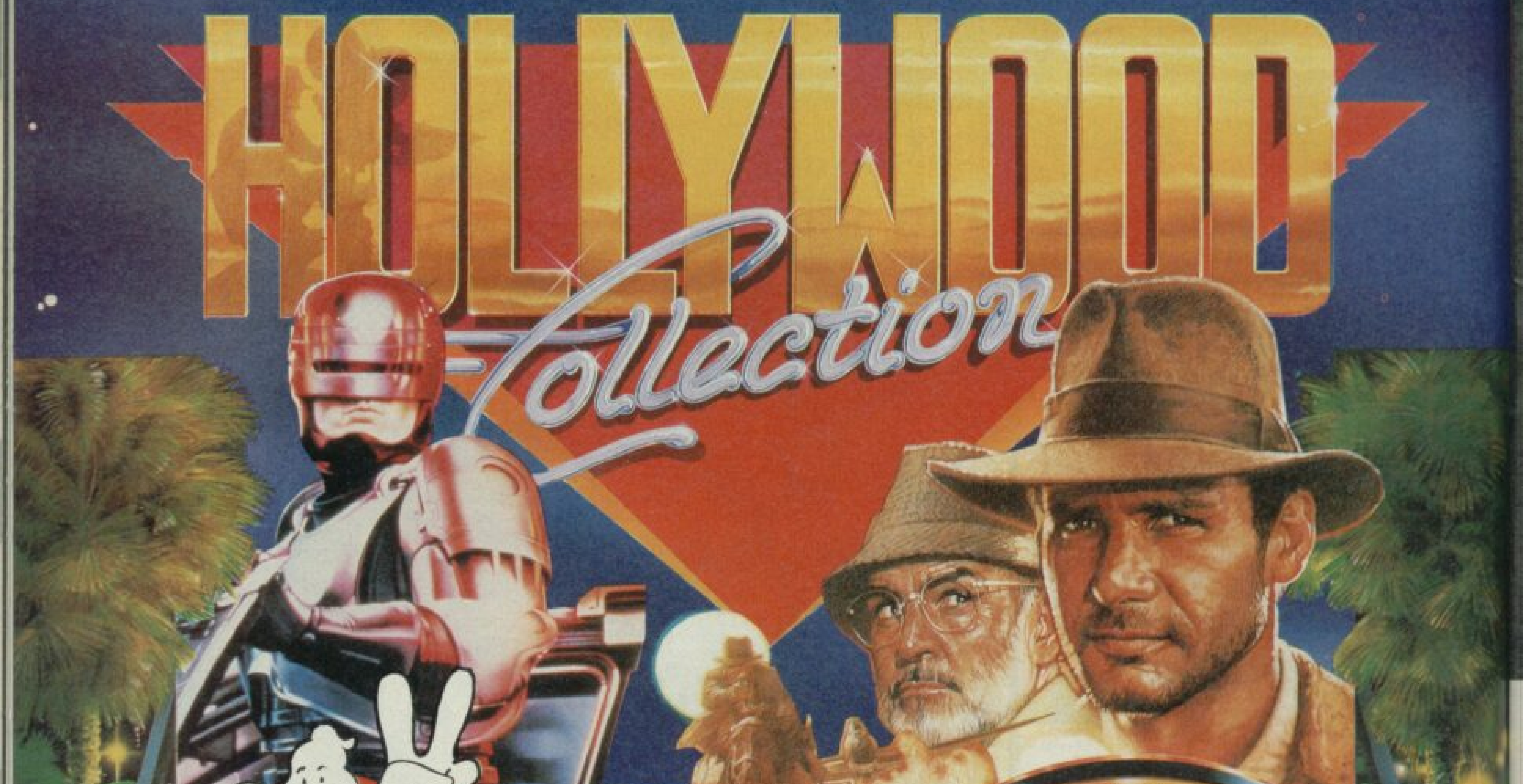
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
40°	35°	30°	42°

DIAGNOSIS
A fairly neatly-designed arcade quiz marred by crap questions. (Avoid it.)

32°

THE COMPILATION PACK OF MEGA STARS



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HINTS'N'TIPS

YS TIPSHOP



It's bigger and it's better, and that's only the beginning! JONATHAN DAVIES is your cheatmaster, and very excited he is about it too. (Sort of.)

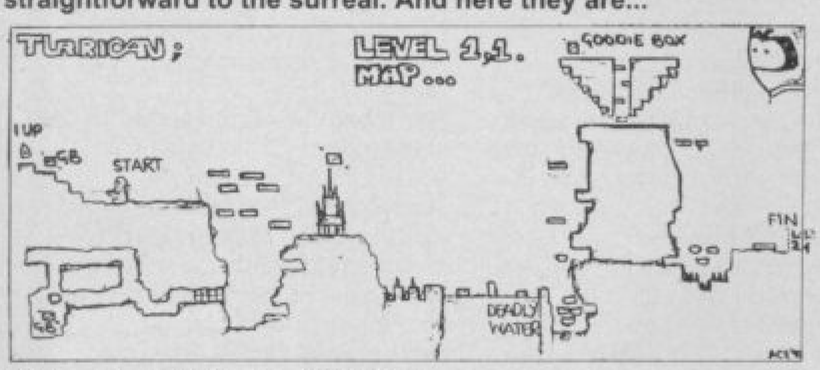
If you think back to the August issue you may recall that I launched a desperate appeal for intros to fill this space each month. Remember? Well, guess how many entries I got. Ten? Fifty? A hundred? I'll tell you how many. One. That's right – one. And it's not even very good (but thanks all the same, Mike).

You're heartless, you lot. I make a continual fool of myself up here and you just sit there and watch. Sniff.

Luckily we're not short of tips though. In fact, you've been so busy I've got more than I know what to do with. So, er, you'd better have them all back. Actually, hang on a minute. (Quick chat with Matt.) We've got two extra pages! So they'll fit in after all! Hurrah!

TURRICAN

Adam Ealey considers himself to be a bit of a pro at *Turrican*, and he also demonstrates quite an artistic bent. (Fnurk.) He's conjured up quite an assortment of tips, which range from the straightforward to the surreal. And here they are...



He's also supplied the following hints...

• Keep firing when you walk into unknown territory. It could save you a lot of hassle.
• Shoot down crumbly walls, possibly to reveal a lot of diamonds.
• If you're in great difficulty, release an energy line, or use your flash.
• Shoot anything and everything. It's worth a go. And blow up the little pink box at the end of Level One/Three.
• Prepare yourself for Level Two. There are many differences from Level One...

What a man, eh?

REBELSTAR II

There are two types of game that tend to provoke tips by the barrow-load – games from *YS* Smash Tapes and strategy games. So you can imagine what happens when the two are combined. That's right – loadsa tips. Richard Dunn is obviously a bit of a strategy fan as, despite managing to spell my name with three 'n's, he's come up with a chunk of tips for one of August's fabby Smash Tape games.

After playing *Rebelstar II* I've finally beaten the aliens by two points. Big deal, you may think, but I can now pass on some hints that I've gained from personal experience.

Oo-er.

Here they are...

• At the start, get everyone as far left as possible. This minimises the effect of the Marsh Rats.
• Kill the Marsh Rats first.
• Get all people with photons (ie Captain Krenon, Leon Trotsky and later on Daniel Dare) to the right of the circle of red things near the top-left of the playing area, as a lot of aliens will try to get you there.
• Send a few men down to the bottom of the playing area to ease the pressure on the people with photons by drawing a few aliens to follow the group at the bottom.
• Always hide behind bushes to give yourself cover for when the aliens fire at you.
• If someone with a photon is killed, try to recover it as it's by far the best standard-issue weapon.
• Try to pick up as many terminators as possible when you kill the aliens.
• If you have a choice between a terminator and a bow, take the terminator.
• When entering the alien fortress thingy try doing it in pairs (oo-er, missus) as you'll be confronted with lots of baby aliens. The more people who enter the merrier. If you have four people or more inside the fortress split up into groups of two or three.
• If you meet the alien queen don't worry if she's on a different screen to you – her acid splitter won't get you.
• Watch out for aliens who suddenly appear after about ten or 12 moves. They will appear behind you where you started. It is surprising how quickly they catch up, so keep moving.
• If the aliens head back towards the castle once most people are inside then head to the ship.
• Don't make a run for your ship unless you can make it in one go. Move closer to the ship or next to/behind it.

And there you have it – a 13-point plan for success.

Well, I think that's marvellous, and definitely calls for a badge. But hark! More tips, this time from Mark Foster.

• Always use snapshots, as aimed ones aren't worth the energy.
• Don't bother with terminators or bows – you should have enough ammo and laser packs for your original weapons. You can always get these off dead raiders (I usually have plenty) if you do run out.
• Always wait at the very left for the Marsh Rats.
• Shoot a hole through the Tangle Vine at the top-left corner and send a couple of troops through it – they'll then have great angles down the rivers onto the aliens.
• Send nearly all your troops down at the very bottom as this is the safest way across.
• Be careful of the swampers.
• When attacking the alien spaceship, send in four or so troops at the very bottom entrance. Wait a few turns and then send in more in the middle entrance. You can easily kill all the aliens and the alien queen will be trapped in the central chamber and will use all its action points trying to shoot you even though you're out of range. About 15 shots and she's dead (it's best to use a photon). Then just cart all the eggs off.

Hmm. One or two contradictions there, but I'm sure we can come to an amicable arrangement, eh, lads?

DR. BERKMANN'S



CLINIC

GOT A GAMESNAG? SEE THE SPECIALIST!

More snags this issue than in a month of Wednesdays (and imagine what an awful month that would be, eh, Clinicians?) – so let's get on with it, shall we? Hi ho, Silver!

THROUGH THE TRAP DOOR

Marc Silvester was the sad old fish who'd got his gills bunged up on this Don Priestly epic – he had the key in the lock, but couldn't open the door – and I can't say I was entirely surprised. Hard? Just don't stub your toe on it, that's all. Still, the intensely neat hand of **Robert A Challis** has ventured further in this one than I have, for one, and he has the answer...

"Yo, Dr B! Once you've put the key in the lock, swop to Drutt and bring him to the screen where Berk is. Swop to Berk *(Watch it! Dr B)*, then pick up Drutt by walking into him. When you're carrying Drutt, just walk into the door, which will zap you off into Level Two – which is incredibly hard. Anyone know how to get past the shuffly creatures?"

Eh? I thought you were the one helping us, Robert A, but never mind. Just remember, Marc, never walk into the door when you aren't carrying either the key or Drutt, 'cos otherwise you'll be electrocuted.

DIZZY

The lingering popularity of this game never ceases to amaze me, and as well as the usual piles of snagsters writing in with questions, there's an even huger pile of Good Eggs writing in with the answers. So here goes...

1) "How do you cross the collapsing bridge?" asked Ben Smith. "Well," yelled a thousand Clinicians en masse, "a little way along the bridge you'll see a small indent and five small bumps, two of which are higher and closer together than the rest. Stand on these and jump over the indent."

2) "Oh, and what does the all-seeing eye do?" Ben continued. "Aha," came the reply, "take that to the graveyard on the other side of the bridge, and drop it on the big yellow one-eyed statue."

3) "And how about me?" wondered Anthony Evans. "I can get all the ingredients and get a full potion bottle but I can't get close enough to Zaks to drop it." "Ah, for that," quoth the Clinicians, "you'll need the amulet (which you'll find to the left and up from where you used the bolt cutters and dry ice). Just drop the amulet in front of Zaks before you drop the potion, and he'll welcome you with open arms."

But what about Stephen Malton's gamesnag, I hear you ask? A tricky one, but not so tricky, natch, that the Clinicians don't know the answer. We're dealing here with the Crazy Labyrinth, in fact, so read carefully, as I shall write this only once.

When you have gone through the waterfall, use the mushroom to reach the high ledge. Then go left into the Crazy Labyrinth, left down the hole, then left up the next hole. Go left into the portcullis thing which will move down. Then left, down hole, right until the second portcullis disappears. Then go left, up hole, right, down the second hole, left until you are blocked by the portcullis, then right until the floor moves down beneath you. From there go left, as far as poss, then right and down the new hole that'll appear. Underneath the plank you are standing on there are three bits of water and two bits of dry land. Go right until you are on the right edge of the second piece of land and jump right. As you jump a hole will appear beneath you which you should avoid. Get the extra life, then go left (remembering to jump the hole) as far as you can. Two pieces of wood should have disappeared above you. Now go right, up hole, right, up hole, left, up second hole, left, down second hole. Jump onto the table and take the pickaxe. Now get on the lift, go right, down hole, right, up hole, left, up first hole, then go right to exit Crazy Labyrinth.

Phew! And if you don't need a strong cup of tea after that, my name's not Dwight D Eisenhower.

(Thanks here to **Rob Young**, **Robert A Challis** again, **David Highton**, **Jane O'Neill**, **Anthony Austin**, **Richard Swann**, **Andrew Davidson**, **John Norton** and too many others to mention here. What d'you think I'm made of, badges?)

INDIANA JONES AND THE LAST CRUSADE

Er, sorry about this one – Kev Maplesden wrote in to complain that he couldn't climb down the rope without losing a life. Dr B was clearly practising his golf swing that morning, because that is of course the game's now-notorious megabug (as countless people reminded me) and Kev should merely send his copy back to US Gold and ask for one that works. Whoops!

R-TYPE

Here our old chum Andy Leyden was in deep trouble – he couldn't get past the spaceship on Level Three – and we have to help our friends, don't we? Certainly **Mike Walpole** thought so – he's helpfully supplied a very detailed solution. Take it away, Mike. No, I don't care where, just take it *away*.

"Oh all right. First of all, shoot and collect the icon, and let 'the force' (the pod thing) go out in front of you. Use it to shoot at the engine until the exhaust pipe thing falls off. Now shoot the gun emplacements left in the hole and on top of the spaceship, and also shoot the mine-type object *(A mine, possibly? Dr B)* and the round thing behind it. When these are both destroyed go down and shoot the gun emplacements and mine at the bottom of the ship, and send out the force in front of you to destroy the two bottom parts to the left of the ship. When these are destroyed they will fall off and explode, leaving more gun emplacements. Shoot these, and then go forward, collect the force and shoot the boosters. Now go towards the back of the ship or you'll be squashed! When the ship goes back up, go to the right and use the force to shoot the other guns on the bottom of the ship, and also shoot the bottom three lasers sticking out at the front of the ship. Quickly go to the far right and get the force behind you without getting shot by the lasers (quite tricky). Now go back under the ship while it goes down and right and up and left again, then go right and send the force in over the top. Now go under the ship again and wait for the spaceship to explode."

Gasp! And you thought it'd be easy. Thanks for that splendid answer, Mike – a badge is on its way.

RAINBOW ISLANDS

Hmmm, an odd game, this one – I never feel I'm quite colourfully dressed enough whenever I load it up. Still, it has its fans, most of whom have written in with answers to poor Neil Johnson, who couldn't get past the vampire on Level Three. Trouble is, opinions diverged on the best way to get rid of the old bloodsucker. Here's **Claire-Anne Buchan**'s solution...

"If you have triple rainbow power, just jump onto the first platform on the extreme left, and shoot a couple of rainbows at him. Then smash the rainbows and you're off to Toy Island!

"It's not so simple if you only have one rainbow. Again, jump onto the platform and shoot until the vampire gets too near. Then jump up a few levels and over to the other side of the screen as the vampire moves to the left. If you do this quickly enough the rainbows you shot should still be in front of the vampire — smash them and Bob's your uncle." **David Forbes**, on the other hand, suggests going straight to the right hand side of the screen, where the bats can't get you, and keep firing. (He too recommends fast rainbow power and two or more rainbows.) But **Nilesh Masani** thinks you should stick to the far left, and fire as often as poss. About the only thing everyone agrees about is that you shouldn't wander up to the vampire and ask him for 10p for a cup of tea. But Neil should be all right – he only ever drinks coffee... *(Eh? Ed)*

DRILLER

Gosh this was a fab game, and Stephen Reynolds is clearly as obsessed with it as Snouty and I once were. "How do you get past the guns in the Emerald Sector?" he sobbed in an emotional letter a while back. Happily our Chief Egg of the moment, **Richard Swann**, is just as virulent a Freescape fan. Here's his response...

"I'm afraid the bad news is that you can't destroy the guns, but all is not lost. Make sure you enter from Lapis Lazuli, because the gun at that exit doesn't work, and the other guns' firing ranges are too small to reach you. Now you shoot the stuff in the centre to get extra shields and energy. Finally, drill in the centre of the room. If you want to get through this room and you're not drilling, you should be in the Renaissance Jet. Before you enter, hold down R to fly to the top of the screen until your Z co-ordinate reads 4100 or so. Now hold down L until you can see a plan view of the ground below. Fly through the guns in Emerald, readjust your view and fly to the bottom of the screen once you're safely in the next room."

Richard's letter this month also included a long list of games he can Egg for – a list so long, in fact, that I haven't got anywhere near enough room to print it. But as a consolation, let's bung in a couple of his gamesnags – for even geniuses are not completely infallible...

"Sure thing, Dr B. I need haylp on the following...

1) How do you avoid being teleported on *Monty On The Run*?
2) How do you get past the fire-breathing gargoyle in *Riddler's Den*? I've worked out that you need the mouthwash, but that's about it.
3) How do you reach the Off-White Knight in *Stormbringer*?"

Any ideas?

HAYLP!

And what about these tragic snagsters?

Rob Young: "Hey, Dr B, I have a problem with *Jack The Nipper II*. What do I do with the woodworm?"

Andrew B Reid: "On Level Two of *Rick Dangerous*, on the ladder on the second screen there's a jet of fire that spurts out of the wall half-way up. How do I get past it?"

Stephen Prior: "In *Side Arms* I can get about halfway through Level Two and then this long snake-type thing comes along. How do you kill it?"

Jason Stevens: "In Section One of *Vindicator*, I've cracked the anagrams and retrieved all eight parts of the bomb. But how do you detonate it?"

Dean Elson: "In *Bloodwych*, how do you open the first door with the red lock?"

Andrew Mackenzie: "In *Thunderbirds* on the 'bank job' level, what are the two sets of lever settings?"

J Curwen: "In *Fernandez Must Die*, I cannot get past the solid wall halfway through Level One. I have tried blasting it or finding exits but all to no avail. Any ideas?"

That's all for this month, but remember, if you're snagged to pieces – or you can solve one of the tricky blighters above – drop a line to Dr B at *YS*, 30 Monmouth Street, Bath BA1 2BW. There could be a badge in it...


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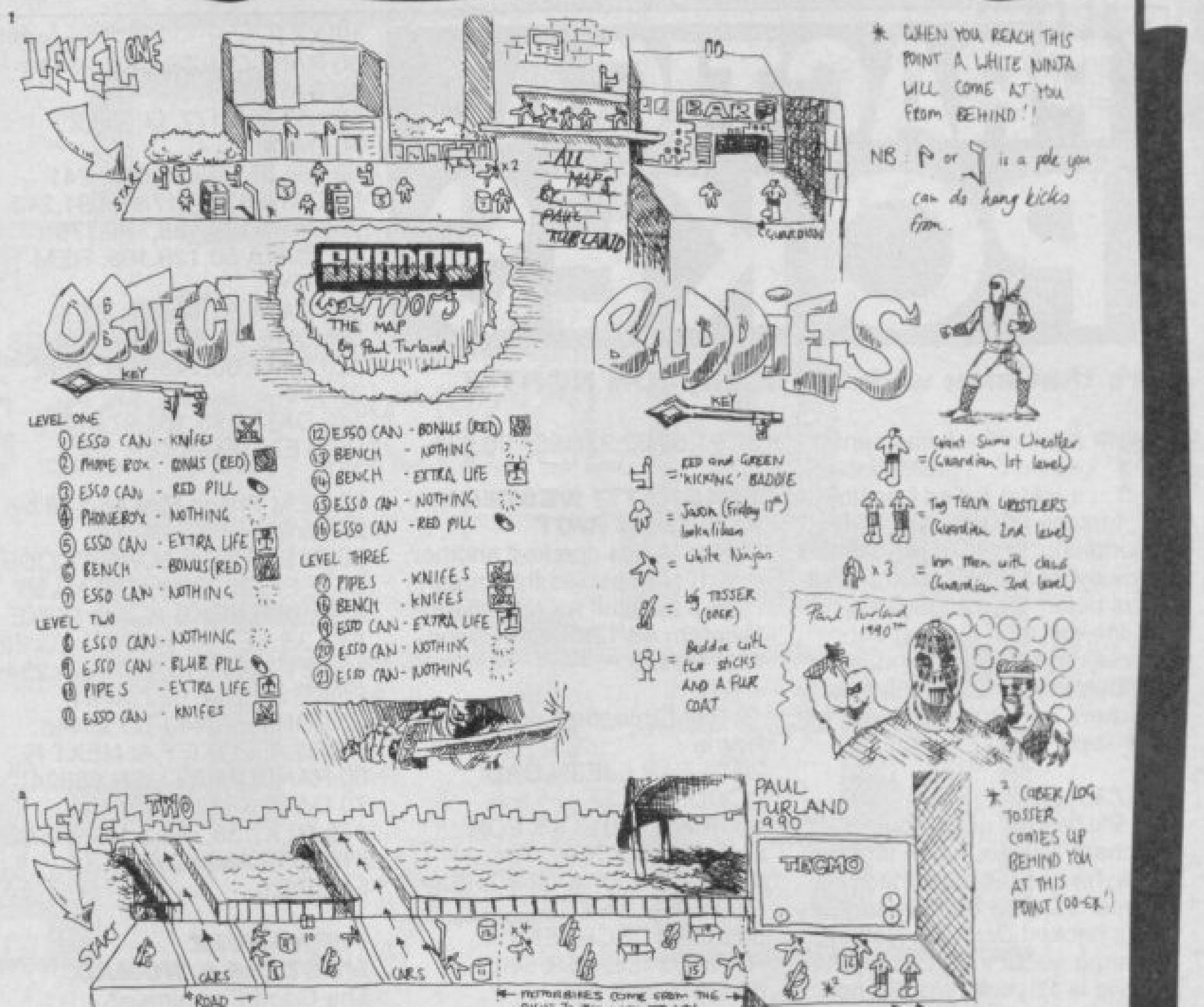


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TIP O' THE MONTH

SHADOW WARRIORS



Look, I know we covered this fairly substantially last month, but **Paul Turland**'s maps and tips are so good that I've just got to bung them in. You'll see what I mean if you check out the following...

Here's a quick look at all the baddies...



White Ninja
Does the same moves as you, so keep your distance and come behind him. Hard if you get more than one against you.



Jason Lookalikes
He kicks and punches, but is fairly easy to dispose of.



Baddie With Sticks
Surprisingly easy – just get in front of them and kick like hell!

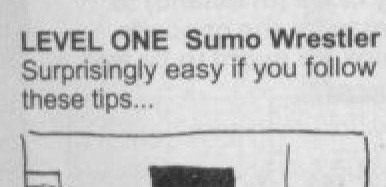
Kicking Baddie
Deal with him as quickly as possible because he's fast, and if you've got two on you then things get tricky. Use kicks mostly.



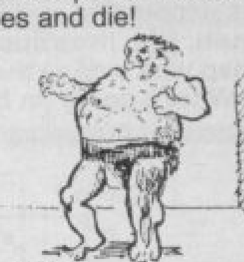
Log Tosser A total pain in the bot. Don't try and kick him unless you're right next to him. To beat him quickly use throws on him.

And now there's a level-by-level guide. Cripes.

LEVEL ONE Sumo Wrestler
Surprisingly easy if you follow these tips...



Position your man at the asterisk facing the wall and wait until it runs in front of you. (The sumo wrestler, that is.) Keep kicking. Then, when you've floored the wrestler once, carry on kicking and, by a freak of nature, the wrestler will bounce up and down a few times and die!



LEVEL TWO
Tag Team Wrestlers
Not as easy as Level One but if you take your time and do it carefully you shouldn't have too much of a problem. Firstly concentrate on one of the two, and use throws on him. Doing this you must get within throwing distance. Jump/Throw and then, immediately after you've landed, move Down/Up (or wherever) to avoid his pal. NB Never do two jumps on the trot as you're bound to get caught! After you've killed one kill the other with kicks.



LEVEL THREE
Very hard to defeat. When you start only two of them will move so try and use the same technique used on Level Two. Try not to get trapped between two of them or you'll be in real trouble.



Well, I'm lost for words. Ah, here are a few – 'have', 'a' and 'badge', to be precise.

PRACTICAL POKES

It's that man with the stick, JON NORTH!

This month, I was sent a demo of a protection system called Loadlok, by Malcolm Goodman. "Get round this," he said. And that's exactly what I did. Mind you, it was better than a lot of the run-of-the-mill stuff coming out these days. So come on, software companies, give us hackers something to really get our teeth into!

DIZZY III

Dr B's regular good egg, Richard Swann, has a brother. Yes, he has. This brother's name is **David Swann** and he's hacked *Dizzy III*. Nothing strange about that. Except that David is 11 years old. So no more excuses about "I can't hack 'cos I'm too young"!

```
10 REM Dizzy 3 by David
Swann
20 CLEAR 24319: FOR
f=23296 TO 23325
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 23303
50 DATA
175,50,25,246,195,0,97
60 DATA 221,33,198,92,17,0,1
70 DATA
62,255,55,205,86,5,48,241
80 DATA
62,91,50,62,93,195,198,92
```

SPAGHETTI WESTERN & PRISON RIOT

M Harris has cracked another bunch of cheapies this month. Here's his stuff for *Spaghetti Western* 48/128K and *Prison Riot* 48/128.

```
10 REM Spaghetti 48K by M
Harris
20 CLEAR 63E3: LOAD
""CODE
30 POKE 64013,33: FOR
F=64016 TO 1E9
40 READ A: IF A<256 THEN
POKE F,A: NEXT F
50 LOAD ""SCREEN$:
RANDOMIZE USR 64E3
60 DATA 175
70 DATA 50,160,128: REM
RETRY
80 DATA 50,59,142: REM
IMMUNE TO FLYING THINGS
90 DATA 50,161,129: REM
AMMO
100 DATA 233,999: REM END
MARKER
```

```
10 REM Spaghetti 128K by M
Harris
20 PAPER 0: CLEAR 24999
30 FOR F=23440 TO 1E9:
READ A
40 IF A<256 THEN POKE F,A:
NEXT F
50 RANDOMIZE USR 23440
60 DATA
221,33,100,177,17,135,2
70 DATA
62,255,55,205,86,5,48,241
80 DATA 33,33,178,54,91,243
90 DATA 195,188,177,175
100 DATA 50,128,105: REM
RETRY
110 DATA 50,13,120: REM
IMMUNE TO FLYING THINGS
120 DATA 50,143,106: REM
AMMO
130 DATA 195,168,97,999:
REM END MARKER
```

```
10 REM Prison Riot 48/128 by
M Harris
20 CLEAR 5E4: LOAD ""CODE
30 IF PEEK 23296 THEN LET
A=65262: POKE A,226: POKE
A+1,33: LET X=147: GO TO 50
40 LET A=65215: POKE A,234:
POKE A+1,89: LET X=81
50 FOR F=23440 TO 23446:
READ A: POKE F,A: NEXT F
60 RANDOMIZE USR 65024
70 DATA
175,50,X,138,195,1,132: REM
INFINITE AMMO AND
ENERGY
```

FERNANDEZ MUST DIE & NOMAD

The Good Egg himself, **Richard Swann**, is back with a couple of hacks for *YS* Covergames. The *Fernandez Must Die* hack gives 255 lives, the *Nomad* one gives infy lives...

```
10 REM Fernandez by Richard
Swann
20 FOR F=23296 TO 23317
30 READ A: POKE F,A: NEXT
F
40 CLEAR 32767: LOAD
""CODE 65024
50 POKE 65039,201:
RANDOMIZE USR 65024
60 POKE 65329,91:
RANDOMIZE USR 65280
70 DATA
33,0,254,17,0,0,1,0,156,237,18
4
80 DATA
49,191,93,62,255,50,197,184,1
95,64,184
```

```
10 REM Nomad by Richard
Swann
20 CLEAR 32767: LOAD
""CODE 65024
30 POKE 65041,201:
RANDOMIZE USR 65024
40 POKE 65201,91: FOR
F=23296 TO 23316
50 READ A: POKE F,A: NEXT
F
60 RANDOMIZE USR 65152
70 DATA
33,253,255,17,255,255,1,64,15
6,237,18480 DATA
49,158,97,175,50,255,158,195,
32,123
```

IDIOT'S GUIDE

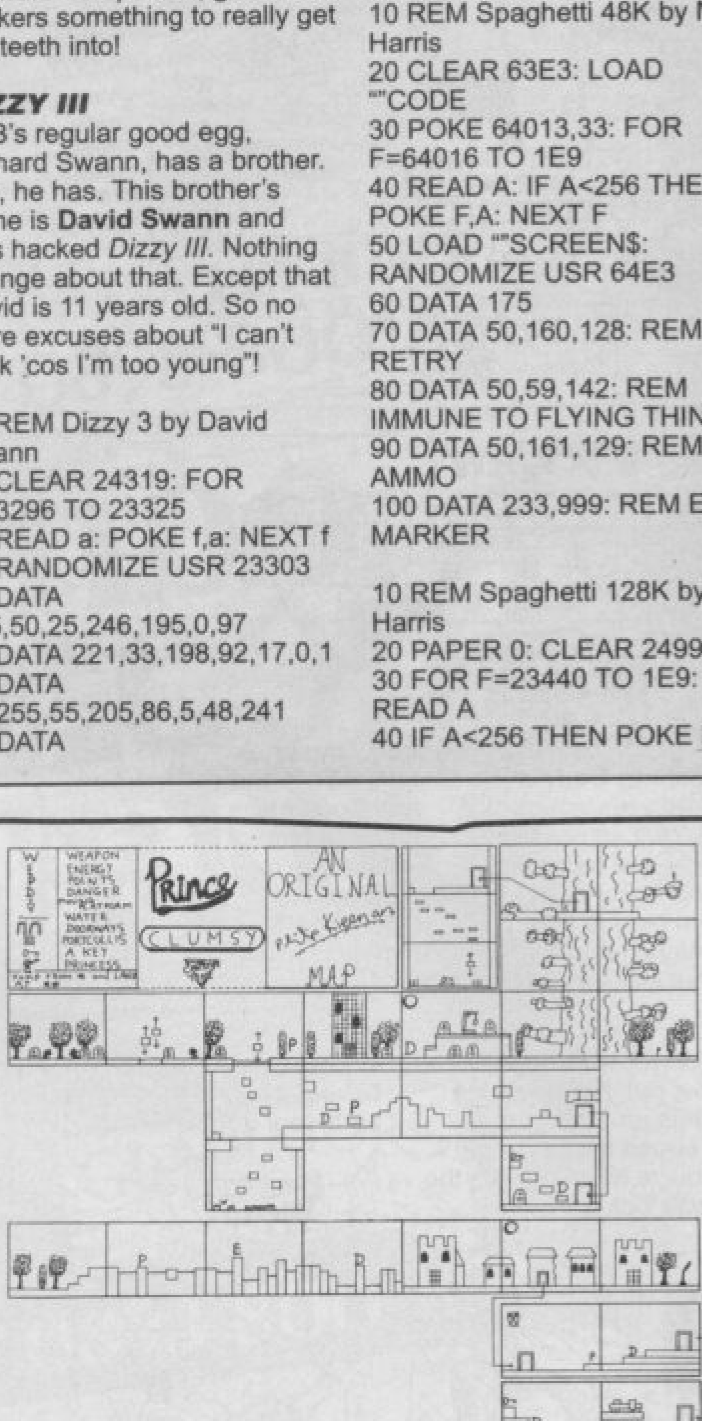
Tap in the listing you want to use (save it if you want), delete any lines with REM statements if you don't want the effect they have on the game, RUN the listing and play your game tape from the start.

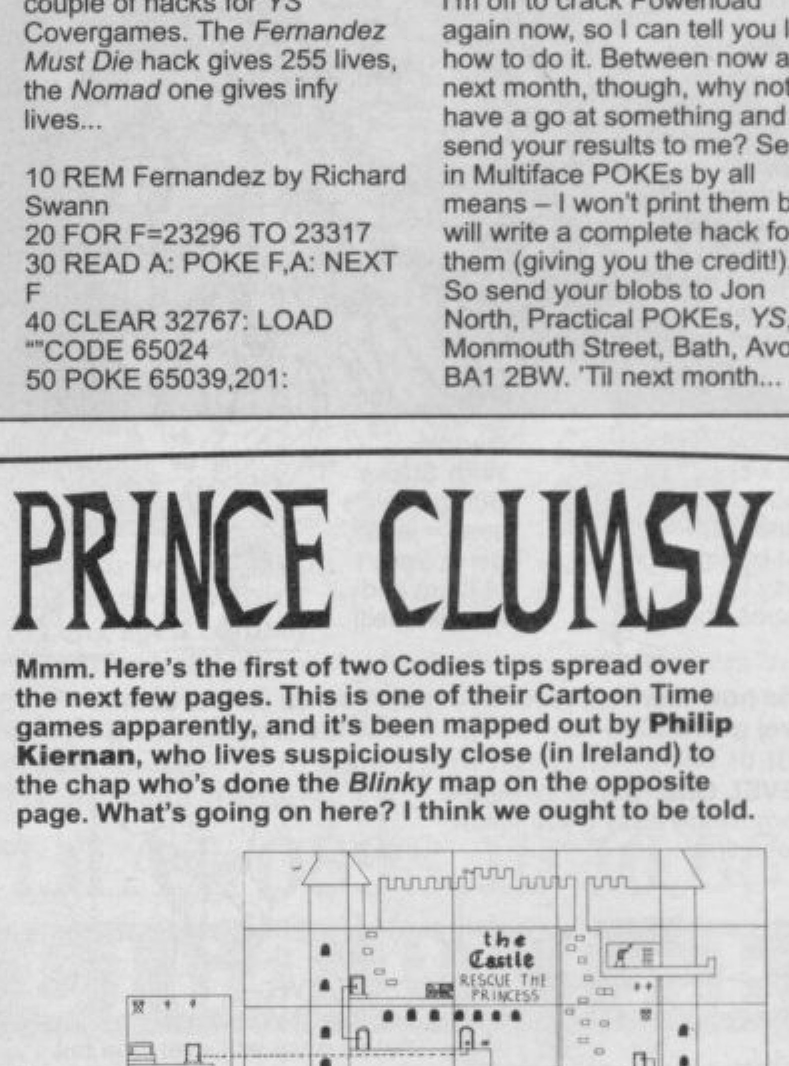
TATTY-BYE!

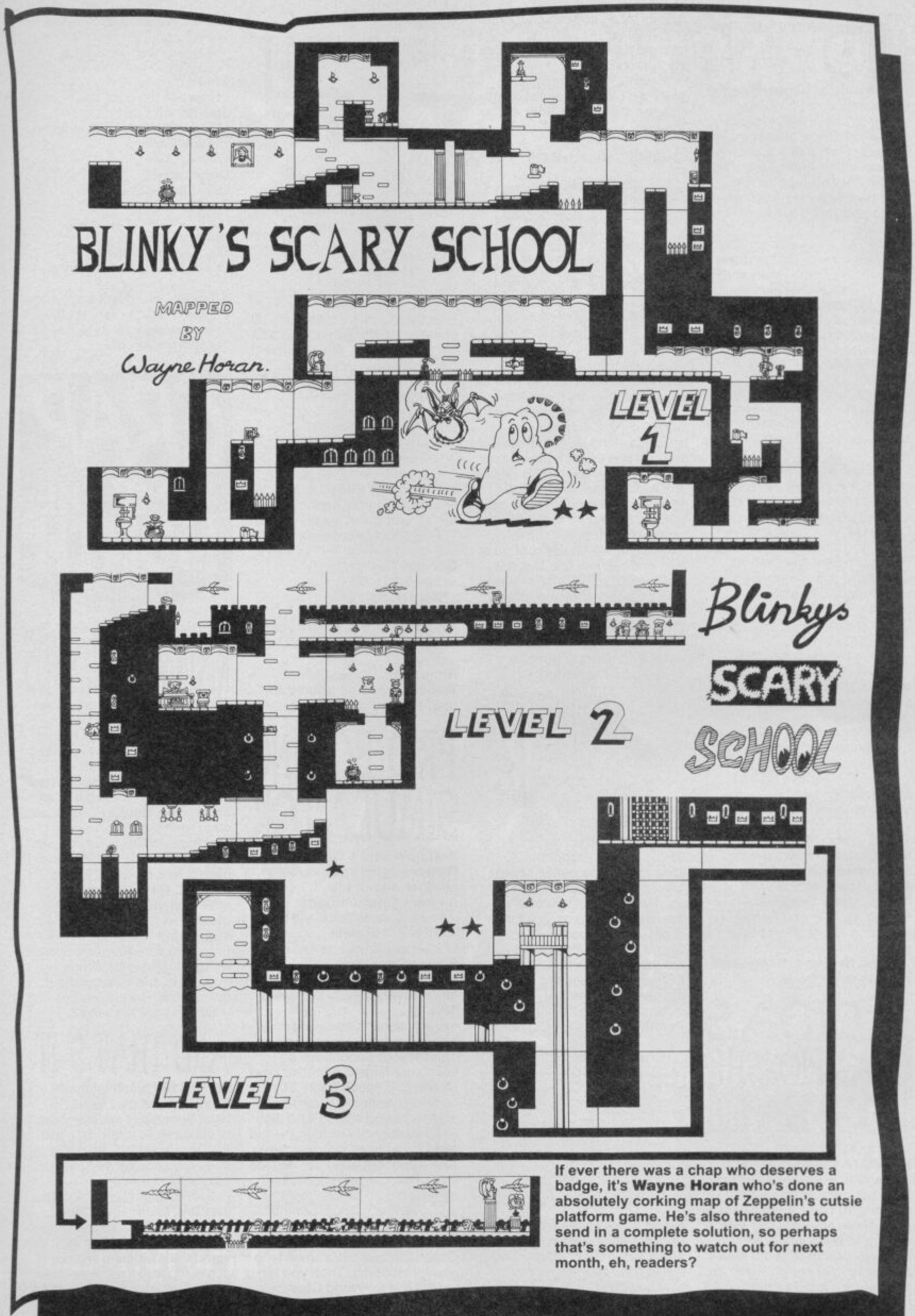
I'm off to crack Powerload again now, so I can tell you lot how to do it. Between now and next month, though, why not have a go at something and send your results to me? Send in Multiface POKEs by all means – I won't print them but will write a complete hack for them (giving you the credit!). So send your blobs to Jon North, Practical POKEs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. 'Til next month...

PRINCE CLUMSY

Mmm. Here's the first of two Codies tips spread over the next few pages. This is one of their Cartoon Time games apparently, and it's been mapped out by Philip Kiernan, who lives suspiciously close (in Ireland) to the chap who's done the *Blinky* map on the opposite page. What's going on here? I think we ought to be told.







If ever there was a chap who deserves a badge, it's **Wayne Horan** who's done an absolutely corking map of Zeppelin's cutsie platform game. He's also threatened to send in a complete solution, so perhaps that's something to watch out for next month, eh, readers?

DYNASTY WARS

Thousands of people have (probably) been having problems with this distinctly equestrian little number, but Steven Perry is a chap who knows which end of a horse to stick his bit into. In fact, here he comes now on his white charger, unsheathing a huge tip.

Whinny. Choose Shao Yun in one-player mode. Move down to the bottom of the screen and keep Fire pressed down until full blast power is achieved. Then release Fire when the first baddies come on.

These are the baddies you'll meet...

Archers Unless they're down at the bottom of the screen with you, ignore them. Once they've used up their arrows they'll go away.

Foot Soldiers If they're not down at the bottom, ignore them until the archers have run off. Then kill them.

Generals When these guys come on, make sure you've got full blast power and then let them have it. Then dodge their arrows and keep away from them until they ride off. Repeat the process.

And now the 'tactics'...

Rockfall Crap. Causes a rock to fall down at each end, plus one in the middle. Don't use unless desperate.

Explosions Brill. They cause three fireballs to zoom across the screen.

Both of these use up four points of your energy, so only use them in an emergency.

That's triffic, Steven. We're all very grateful, as we are to Raymond Skutecki and Kent Ross for this...

If you press Graphics and then Q, O, A, P and Space at the same time it should take you to the next level.

Good heavens. Badges all round then, I think.

ADIDAS CHAMPIONSHIP FOOTBALL

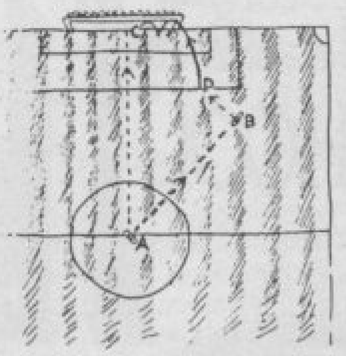
Now then, I thought we'd agreed that there'd be no more footie tips, eh? But still they keep flooding in, and, try as I might, I just can't seem to keep them all out. Only one seems to have sneaked through this time, from Mike Doherty, but I'm going to be a lot more vigilant next month.

Here are some monster rave tips for *ACF*, so yer better print 'em or else!

Or else what? Think you're tough, eh?

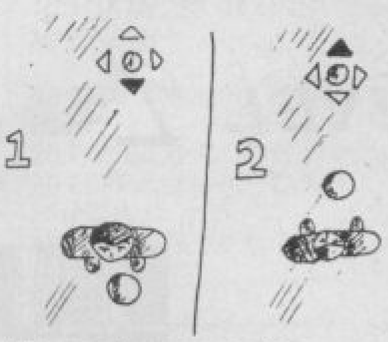
Awight! Your basic footie skills ain't too hot, so read on into the slithery, squirmy innards...

Scoring From Kick-Off



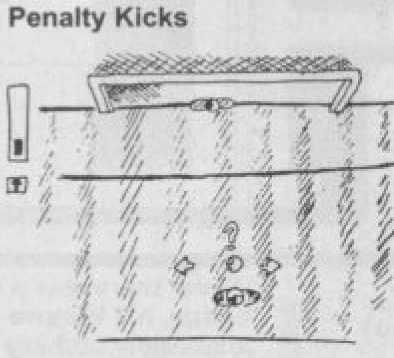
Use the diagram to help you (or an adult if you must). Starting from A, you can do one of two things. Firstly, you can run straight up the field and walk the ball into the net, or you can run diagonally towards B (about three kicks) before heading towards the corner of the box, holding down Fire to get the power meter up. (Why can't I just use a 50p piece?) Let go of Fire and run into the, the, the, ball, ball (slap!) *(Eh? Ed)* and a beautiful chip shot should end up at C. (C, incidentally, means GOOOALLLL!!!!)

Dribbling (flurgle gurgle)



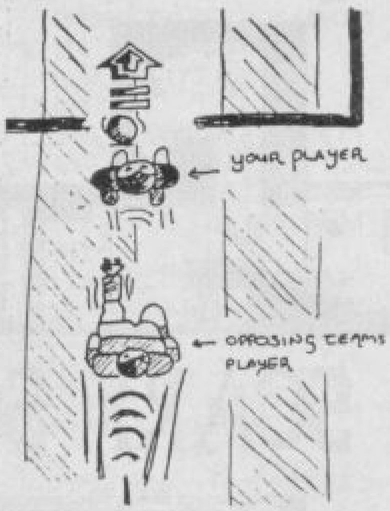
This can be a proper bar steward, so this def tip should help. Use de diagram. At 1 you're running down towards the ball. As soon as you touch it, press the opposite direction, 2, and viola! The secret to ball control. This can be used at any time and confuses the hell out of your opponents.

Penalty Kicks



Never score on them? Now it'll be sooo easy. Just hold down about a quarter of your power meter (see diagram). Which way do you shoot? It doesn't really matter – just tap left or right.

Cheating



Yep, there's always a way to cheat in a footy game, and *ACF* ain't no different. All you have to do is either run upwards or downwards and as you dribble the ball towards the goal the opponents will bring you down. (Free kick, ref!) From the free kick just run with the ball up or down and the player will bring you down again. (Yellow card, or gerrim off!) Continue with this process and your opponents will be left with about six players. Then it's easy peasy.

General Tips

- Don't lose.
- Score goals.
- Win tournament.
- Write rubbish like this to get a badge (ta, very buckets).

Right, erm, thanks, Mike. There's got to be something useful in amongst that lot.

PRO BOXING SIMULATOR

And now here's Stuart Rogers, who's obviously in another one of his ungrammatical moods.

Here is some hints and tips on how to complete CodeMasters' new release *Pro Boxing Simulator*.

- It's best to pick the KY2 option for controls as there are less keys.
- A simple but timesaving solution is to go for body blows against your opponents, so keep your fingers on those keys (A and F in option KY2). The computer opponent won't be able to hit you so you'll be able to go through all 15 rounds, and even if you have less lives than your opponent you'll still win the fight. This can be repeated against the other five opponents until eventually you'll win the World Championship Crown. Once you've beaten the World Champion you get a small tune which is rubbish. Then you have to fight the ex-World Champion a further six times which is easy but boring. Also, once you're World Champion a message appears on the screen which reads 'Competition code is NEUTRINO' but I don't know what it means.
- Here are the guys you fight against, if it's any use...

Mild Martin Junior Champion
Steady Eddie
County Champion
Dirty Larry
UK Amateur Champion
Fast Freddy
UK Professional Champion
Ronnie Razor
European Champion
Deadly Dan World Champion

All in all, you don't sound too pleased with it. Tch. Well, have a badge as compensation then.

CRAP TIP O' THE MONTH

RAINBOW ISLANDS

Owing to the extremely poor quality of some of this issue's contributions I've decided to start a new award which will be given to the most unhelpful tip submitted each month. The prize is an empty Van Houten Chocolate cup from the *YS* drinks machine, lovingly engraved (in felt-tip) with a suitable motto. In a closely fought contest, Paul Turland emerged victorious this month. (Actually he suggested the thing.)

To complete *Rainbow Islands* without losing a life simply go through all the levels without dying once. Simple, eh?

Do you get the idea?

AND THAT'S IT

For another month at least. Next issue, of course, we'll have an equally large amount of space to fill and you're just the people to fill it. So make sure you send as many hints, tips, solutions and maps as possible, no matter how crap they are, to Jonathan Daves, *YS* Tipshop, *YS*, 30 Monmouth Street, Bath BA1 2BW. And to stand the maximum chance of achieving stardom, remember to draw all your piccies in black pen and enclose a large cash bribe.

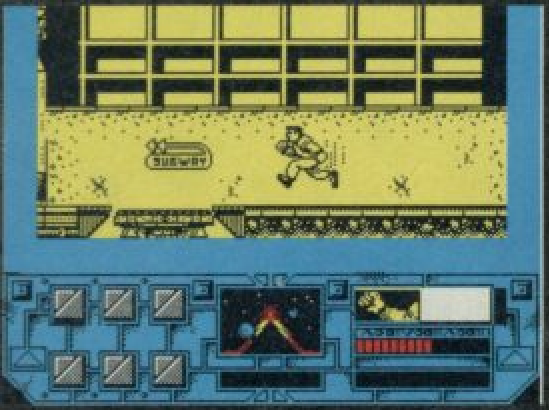


DRAGON BREED
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ACTIVISION (UK) LTD , BLAKE HOUSE, MANOR FARM ROAD, READING, RG2 OJN

TOTAL RECALL

It's Arnie's biggest-ever film, but will it be Ocean's biggest-ever game? Erm, no. (At least, not if *Robocop 2* has anything to say about it.) Still, it'll be a super-mega-massive hit nonetheless. "You can bet your bottom dollar on that," says MATT BIELBY.

It's been a bit of quiet summer for full pricies, hasn't it? I know there's nothing new in that – summer's always as dead as a doormouse Speccy-wise – but it's still nice to see some good 'n' meaty film licences coming. Especially when they're as good 'n' meaty as *Total Recall*, a bit of a stonkin' movie, and starring the meatiest, if not, um, the 'goodest', leading man in the business. What say we take a good long gander at it, eh?



"I'll head for the subway," thinks Arnie. "It's bound to be free of baddies."

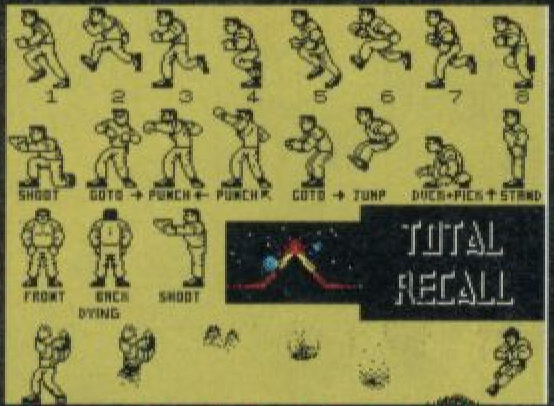
What's it all about then, Matty?

Well, as is so often the case with these things, it's a platform-and-ladders shoot-'em-up cum beat-'em-up thingie, absolutely littered with bits and pieces you can pick up and carry around. In fact, structure-wise it's almost the same as last year's *Batman*, since inbetween the running-around-punching-people-out bits there're two shorter car chase sequences. That's all well and good (after all, it's a formula that works) but wouldn't it be nice to occasionally see a bit of variety in these things? (After all, *Robocop 2* is more or less the same structure, though substituting other styles of sub-game for the driving bits.)

But anyway, enough of my griping already. So it's a running about beat-'em-up. What else? Well



A warm and friendly embrace? Unlikely under the circs really.



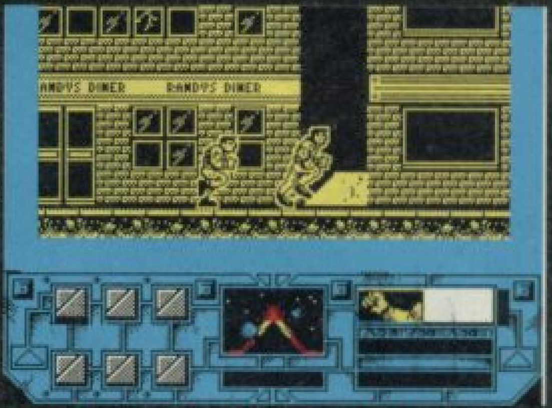
Crumbs, what's this? Actually, it's a still showing you the various things Arn does.

it's packed with baddies for a start – and there really are hundreds of them. They come in two basic sorts – grunts, who appear out of doorways, don't go very far, and can be escaped by simply running away, and intelligent baddies, who often have more distinctive appearances, start from fixed points and will pursue you until you're killed.

Which brings me neatly (well, neatly-ish) onto the map – it's massive, and comes in two different sections which, as in the film, can be broadly categorised as those set on Earth, and those taking place on Mars. Let's start on the Earth, shall we? (Always a sensible decision, I feel.)

The Earth Section

Okay, in this one you have to get from where you start (a fairly undistinguished street corner sort of a place) to a phone box where a mysterious chap has left a briefcase for you. Along the way you've got to collect a passport, a ticket and a towel to wrap around your head (I'll explain in a minute) – all essential equipment if you're to catch the space shuttle to Mars. It's not as easy as simply grabbing a seat on the Gatwick Express though – just about everyone you come across is out to stop you, and the only help you'll get is the occasional dropped ammo or energy icon. This



Here's Arnie being chased by a baddie of some description. Exciting, huh?

whole section is massive by the way – a good 12 screens long and broken up into four levels (so that's 52 screens all in all).

Anyway, get to the phone box and it's straight into the first car chase, an eight-way scroller with an overhead viewpoint (as I said before) and at least a couple of chasing cars. Arnie (or Doug Quaid as he's known in the flick) is mounted in a rather ropey little taxi, so he can't fire back at his pursuers, just dodge and try to outrun them. This sequence isn't long – it's just a sub-level ("And a little bit more," say the programmers).

(You may be wondering what that stuff about a towel was all about, by the way. Well, in the world of *Total Recall*, a damp towel dulls the sensitivity of homing devices, and since Arnie's got a little beeper lodged in his brain that's broadcasting his whereabouts to the pursuing baddies, it's obviously quite a useful thing to have.)

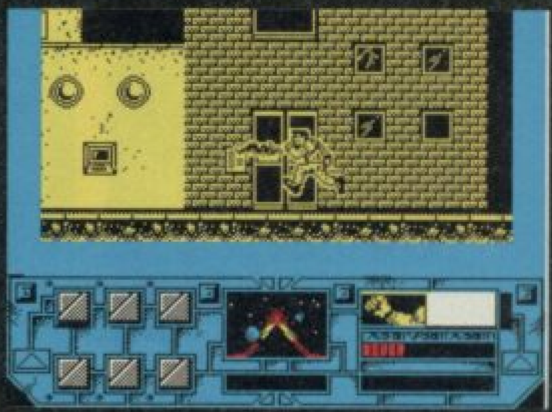
The Warehouse Sequence

Similar to the first platform-and-ladders bit though half the size (only ten screens long by two high), it leads all the way through from where Quaid gets out of the taxi to the space port. As you'd expect, the backdrop is all boxes and so forth (just like *Robocop* et al). Other than that, it's pretty much the same as the first bit, but smaller and without the collecting element.

And now we're on Mars

Yes indeedy. Quaid gets off the space shuttle and what happens? Yep, it's straight into another car chase, this one more complicated since a) it should be longer and b) you can shoot backwards at the other cars as you go.

This bit over and it's into the final beat-'em-up section, a giant battle through the various regions of Mars – hotel corridors, dark alleys, red light districts, subways and so forth. The backgrounds



Erm... either Arn forgot to clean his teeth this morning or he's firing something.

ARNIE'S SPECCY HISTORY
(It's quite large actually)

Conan The Barbarian **Artic (we think)**
Ancient history, this one. It was a conversion of the film (of course) and featured Arnie on the packaging, though most people didn't have the faintest idea who he was back then.

Commando **Elite**
Not actually a conversion of the Arnie film at all – this was in fact a coin-op licence from Christmas 1985/86. Oops! (Didn't stop *YS* putting Arnie on the cover though.)

Predator **Activision**
A-ha! This is more like it! Nice (monochrome) graphics and rather tricky gameplay in this big hit film conversion from 1988.

The Running Man **Grandslam**
A couple of little logic sub-games and lots of beat-'em-up action in one of Grandslam's few real biggies. (Just reappeared on a Domark compilation actually.)

Red Heat **Ocean**
Odd letterbox presentation (meaning the sprites have no legs, just heads and shoulders) in this beat-'em-up based on the Walter Hill film. It's rather good too.

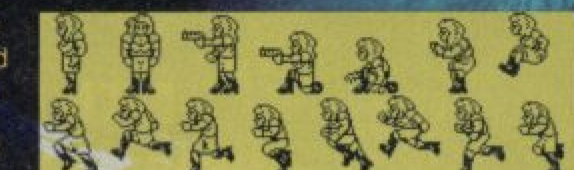
MULTIPLES WHAT ON EARTH ARE THEY?

Here's a neato little innovation they've chucked into *Total Recall* – at certain points in the game you'll come across a character who's not a baddie but actually a good guy! (It's rare, but it does happen.) When you meet one, like say the dark-haired girl who appears in the Mars sequences, she'll start to follow you around the map as you go, always keeping a few steps behind. Better than that though, she's semi-intelligent, so she'll protect your back from the baddies who sneak up behind you. (A useful sort of friend to have.)



Here are some nice pics of the baddies in various states of repair.

are full of giant fans moving the air around the place (a precious commodity on Mars), and many of the sprites are of the bizarre mutant persuasion. Finally you make your way through to the giant area where the alien reactor is kept and have to, erm, 'do something to it' to get it going, get air generated by it, make Mars self-sufficient and so on. And that, as they say, is that. (Hurrah!)



One of Arnie's chicks. (Probably the blonde one Andy's got up on his wall.)

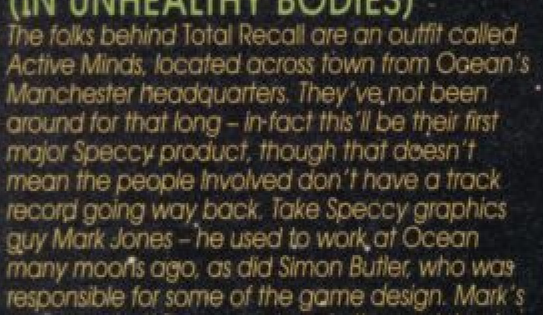
ACTIVE MINDS (IN UNHEALTHY BODIES)

The folks behind Total Recall are an outfit called Active Minds, located across town from Ocean's Manchester headquarters. They've not been around for that long – in fact this'll be their first major Speccy product, though that doesn't mean the people involved don't have a track record going way back. Take Speccy graphics guy Mark Jones – he used to work at Ocean many moons ago, as did Simon Butler, who was responsible for some of the game design. Mark's done loads of Speccy games in the past, having had a hand in Wizball, Gryzor, Vindicator, Dragon Ninja and all sorts, as well as some ST stuff. Paul Houbart, the programmer, has a different background, having worked on Leaderboard and the ill-fated 8-bit Star Trek for Firebird.

Just like the film, Total Recall has had rather a chequered history – the first set of programmers and much of their work having been junked three months into the project when everybody realised it wasn't actually all that good. "It's all right now though," they're quick to emphasise. Oh good.

TOTAL RECALL THE MOVIE

It's had rather a chequered history this one. Loosely based on a Philip K Dick short story, *We Can Remember It For You Wholesale*, the idea has been bouncing around Hollywood for ages, going through loads of different stars and directors before the Big Man himself finally got his hands on it. The film itself (eventually directed by Paul Verhoeven, the man behind the first *Robocop*) is super-violent and packed with plot twists – half the time you don't know if what you're seeing is true, or whether it's all part of a giant dream Quaid's having. In fact, it's got a much more complicated plot than most similar action films, which is why you'll find lengthy-ish still screens complete with plot explanations situated between the loads – it's so you'll be able to (more or less) follow what's meant to be going on. "Originally the idea was to have *Dragon's Lair*-style animated bits to do the explaining," says graphics guy Mark Jones, "but we decided couldn't very easily fit them in."



Here are some shots of, erm, thingy. You know – the chief baddie.

A FEW THINGS THAT MAY OR MAY NOT APPEAR IN THE GAME (depending on whether they think they'll be necessary to keep the gameplay interesting when they playtest it)...

- *Mines* To lure baddies onto (but watch out you don't step onto them yourself).
- *Special mirror image gadget* This makes it appear like there are two Quaids when there's really only one. (You'd have to see the film to really understand about this bit.)
- *Collectable invincibilty icons*
- *Special bullet types*
- *Bombs you can pick up or drop*
- *Autofire option*
- *Smart bombs*

FAX BOX

Game	*Total Recall*
Publisher	Ocean
Programmers	Active Minds
Price	To be announced
Release date	October



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YS GALLUP CHARTS

SPECCY TOP 30

You may have noticed a bit of a change with the charts this month – we've taken them out of *Pssst*, given them a bit more space and generally spruced them up a bit. Why? Well, it's simple! Gather round and we'll explain.

You see, as of this issue we've actually got a brand new chart – it's been put together by Gallup from a continuing survey of sales in oodles of computer shops up and down the country. And it's the biz! (It's certainly far more up-to-date and comprehensive than anything we've had before.)

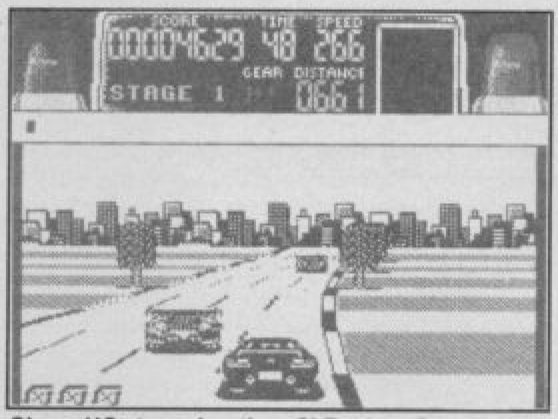
This is in fact an excellent time for us to get involved with Gallup, the reason being that they're currently in the process of updating their info-gathering methods, no longer collecting it in the form of weekly reports filled out by individual shop managers, but by the more sophisticated Electronic Data Capture system. This way the data goes directly from the shop till to Gallup, and with at least 50 independent retailers nationwide taking part (plus the multiples like WH Smith, Virgin and Menzies) it'll be just about as accurate as they can get. And since the chart is specially commissioned for *YS* to be ready just in time for our deadline, it'll be as up to date as we can make it too!

FULL PRICE TOP 30

1 *Shadow Warriors* Ocean
2 *Turrican* Rainbow Arts
3 *Chase HQ* Ocean
4 *Manchester United* Krisalis
5 *Robocop* Ocean
6 *World Cup Soccer '90* Virgin
7 *Rainbow Islands* Ocean
8 *Emlyn Hughes International Soccer Manager* Audiogenic
9 *Football Manager World Cup Edition* Addictive
10 *Batman (The Movie)* Ocean
11 *Adidas Championship Football* Ocean
12 *Fighter Bomber* Activision
13 *Italy 1990 Winners Edition* US Gold
14 *Italy 1990* US Gold
15 *International 3D Tennis* Palace
16 *Gazza's Super Soccer* Empire
17 *Cricket Master* Challenge Software
18 *Escape From The Planet Of The Robot Monsters* Tengen (Domark)
19 *Heroes Of The Lance* US Gold
20 *World Cup '90 Compilation* Empire
21 *Turbo OutRun* US Gold
22 *Lords Of Chaos* Blade
23 *Castle Master* Domark
24 *Dan Dare III* Virgin
25 *Treble Champions* Challenge Software
26 *Project Stealth Fighter* MicroProse
27 *The Cycles* Accolade
28 *Ghouls And Ghosts* US Gold
29 *Hard Drivin'* Domark
30 *Operation Thunderbolt* Ocean

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BUBBLING UNDER ***Impossamole*** **(Gremlin),** ***Battle Of The Bulge*** **(CCS),** ***Astro Marine Corps*** **(Dinamic).**



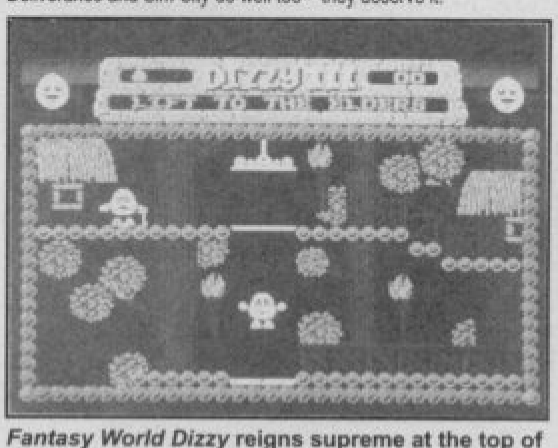
Chase HQ **at number three?! Reckon Ocean'd do a better line in shares than British Gas!**

The first thing you notice looking at the full price chart is how many old games there are in it. *Chase HQ, Turbo OutRun, Ghouls & Ghosts, Hard Drivin'* – they were all out before Christmas last year. You'd think everyone who wanted a copy would have got one by now! And then there's blooming *Robocop* – still a top tenner a good two years on!

As you might expect, Ocean make the strongest showing, with no less than seven Top 30 games, while US Gold, Virgin, Domark et al tend to have a couple a-piece. We're rather surprised to see things like *Battle Of The Bulge* and *Cricket Master* doing so well simply because of their fairly limited appeal (so well done, CCS and Challenge Software), and also stuff like *The Cycles* which we thought was fairly useless. (Doesn't look like you agree.) Check out US Gold's *Italy 1990* too, the special *Winners Edition* of which is at 13, with the original pre-Cup version a place below it. The real chart placing would be a lot higher if you added the two together!

YS TIPS FOR THE TOP

Obviously expect big things from Ocean's excellent *Midnight Resistance* and (less impressive) *Sly Spy*, but we'd like to see *Deliverance* and *Sim City* do well too – they deserve it.



Fantasy World Dizzy **reigns supreme at the top of the budgie charts. A pint-sized** ***Robocop*** **if ever we saw one!**

With Mastertronic, amongst others, being noticeably quiet of late, CodeMasters have been allowed a bit of a free reign, dominating the chart with a steady stream of consistently good product. Ocean's Hit Squad re-releases continue to do well (as do Elite's Encore oldies), but keep an eye on Hi-Tec who've found that adding ancient cartoon characters to reasonable platform-and-ladders games makes for quite a nice little earner, thank you very much.

YS TIPS FOR THE TOP

Expect more of those good value Quattro packs from CodeMasters, including *Quattro Combat* which apparently features *Ninja Massacre*, a game originally coded by our sister mag *Amstrad Action*'s very own Adam Waring! It's the biz! (Or so he tells us. But then he was the man behind *World Cup Carnival*...)

BUDGIES TOP 30

1 *Fantasy World Dizzy* CodeMasters
2 *Pro Boxing* CodeMasters
3 *Quattro Adventure* CodeMasters
4 *Paperboy* Encore
5 *A Question Of Sport* Encore
6 *Treasure Island Dizzy* Encore
7 *Matchday II* Hit Squad
8 *Rastan* Hit Squad
9 *Hong Kong Phooey* Hi-Tec
10 *World Cup Challenge* Players
11 *Indiana Jones And The Temple Of Doom* Kixx
12 *Rock Star Ate My Hamster* CodeMasters
13 *Jack The Nipper II* Kixx
14 *Wonderboy* Hit Squad
15 *Roadblasters* Kixx
16 *Yogi's Great Escape* Hi-Tec
17 *Ruff And Reddy* Hi-Tec
18 *Cauldron I & II* Hi-Tec
19 *Daley Thompson's Olympic Challenge* Hit Squad
20 *Big Trouble In Little China* Alternative
21 *The Munsters* Alternative
22 *Football Champions* Cult
23 *Pro Golf* Atlantis
24 *4x4 Off Road Racing* Kixx
25 *Salamander* Hit Squad
26 *Quattro Sports* Code Masters
27 *Vindicator* The Hit Squad
28 *Pro Tennis Simulator* CodeMasters
29 *Daley Thompson's Supertest* Hit Squad
30 *Prison Riot* Players

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BUBBLING UNDER ***Thomas The Tank Engine*** **(Alternative),** ***Video Card Arcade*** **(Blue Ribbon),** ***Sports Pack*** **(Prism),** ***Impossible Mission II*** **(Kixx),** ***Live And Let Die*** **(Encore),** ***Dragon's Lair*** **(Encore).**

More Bleepload tricks and treats, plus a look at Powerload and how to crack* Red LED*. That JON NORTH, eh? Worra guy!

HOW 2 HACK

The Bleepload Crack

This is the routine you should have worked out for yourselves. Basically, it takes the patches I explained last month and does them all, in order, so that the JP to the game is overwritten with the infinite lives POKEs. To use it, CLEAR 25500: LOAD ""CODE (from the basic loader) then RANDOMIZE USR 32768.

This one's for *Beach Buggy*...

```
ORG #8000 ;START FROM #8000=32768
LD A,#CD ;PATCH IN A CALL
LD (#CD54),A
LD HL,CHECK ;THE CALL IS TO "CHECK"
LD (#CD55),HL
JP #CD00 ;START THE LOADER
CHECK LD (#FF15),A ;EXECUTE THE
COMMAND OVERWRITTEN BY OUR
PATCH
INC HL ;GO PAST THE "JP"
INSTRUCTION
LD A,(HL) ;A=LSB OF JP ADDRESS
DEC HL ;RESTORE HL TO ITS ORIGINAL
VALUE
CP #1B ;DOES A=#1B?
RET Z ;RETURN IF SO
LD A,#32 ;OTHERWISE REMOVE THE
PATCH
LD (#CD54),A
LD HL,#FF15
LD (#CD55),HL
LD A,#C3 ;C3 IS CODE FOR JP
LD (#5D3A),A ;PATCH IN A JP
LD HL,BACK ;THE JP IS TO "BACK"
LD (#5D3B),HL
JP #5D00 ;RESUME LOADING AND WAIT
FOR CONTROL
BACK LD (#5C6B),A ;EXECUTE THE
COMMAND OVERWRITTEN BY OUR
PATCH
LD HL,POKES ;MOVE THE POKES TO
OVERWRITE THE JP TO THE GAME
LD DE,#5D98 ;THE JP IS AT #5D98
LD BC,END-POKES ;BC=LENGTH OF
THE POKES
LDIR ;MOVE THE CODE DOWN
JP #5D3D ;RESUME LOADING
POKES XOR A ;A=0
LD (#B336),A ;INFINITE FUEL
LD (#C779),A ;INFINITE TIME
LD A,#C3
LD (#CA44),A ;INFINITE TIME
JP #B1FB ;START THE GAME
END EQU $
```

Note that this routine was written for the Devpac assembler – yours may use different notation.

The Stack

In machine code, you can temporarily store values on what is called a 'stack', and pick them off again later. There are four main instructions which use the stack, and you will need to be familiar with them before you crack Powerload. They are...

PUSH If you PUSH a register onto the stack its value is stored until you take it off. PUSH decrements the STACK POINTER (the register containing the address of the stack) by two.

POP POPping a register off the stack causes the value in the register to equal the last value pushed onto the stack. It then increments the stack pointer by two.

CALL In machine code (as with basic, in fact), if you do a CALL, what actually happens is that the address to return to (the one after the call) is pushed onto the stack, then the CALL address JPed to. As far as the stack is concerned, the effect is the same as a PUSH.

RET Again, this is the same as in basic. When a RET instruction occurs, the address currently on the top of the stack (the last thing PUSHed) is JPed to and the stack pointer incremented by two. The only difference between RET and POP is that no registers are affected (except R, obviously).

Cracking *Red LED*

A word of warning first. The basic loader on Powerload games plays around with the stack using the four commands above. If your disassembler doesn't disable INTERRUPTS (a special kind of CALL made by the ROM) you won't be able to join in with cracking the basic (you can have a go at the rest though), so check with your manual before you start.

The Basic Bit

The first thing to do is to *Load and *List the basic as usual.

RED LED LINE 0 LEN 499

```
0 REM
10 CLEAR 59999: POKE 23693,0: POKE
23624,0: POKE 23697,0: CLS: POKE
23659,0: FOR N=30 TO 36: BEEP .075,N:
NEXT N: RANDOMIZE USR 24146:
RANDOMIZE USR 0
100 REM
```

24146 is 5E52 hex, so disassemble this address. (The POKEs before this USR simply make the screen black and prevent you pressing Break.)

```
5E52 DI
5E53 LD HL,0
5356 ADD HL,SP
5E57 LD (5DF2),HL
5E5A LD SP,5E95
5E5D LD H,5E
5E5F PUSH HL
5E60 LD HL,5E68
5E63 JP (HL)
```

The command JP (HL) may seem confusing. In fact it does a JP HL, so ignore the brackets. HL was previously set to 5E68, so this is where the JP is to.

```
5E68 LD A,12
5E6A LD (5E93),A
5E6D POP HL
5E6E PUSH HL
6E6F POP DE
6E70 RET
```

The value at the top of the stack is 5E76, so this is where the RET will go to.

```
5E76 POP BC
5E77 LD A,(HL)
5E78 NEG
5E79 LD (HL),A
5E7A INC HL
5E7B DJNZ 5E77
5E7D POP HL
5E7E LD (5E78),HL
5E81 POP BC
5E82 LD A,C9
5E84 LD (5E7E),A
5E87 LD A,0
5E89 LD (5E7A),A
5E8C PUSH DE
5E8D POP HL
5E8E RET
```

Firstly, there is a decrypter from 5E77 to 5E7C, so put a breakpoint at 5E7D before you go any further. You may not recognise the DJNZ 5E77 command at 5E7B. DJNZ stands for Decrement B, and Jp if Not Zero, in other words, B=B-1 and then if B doesn't equal 0, JP to 5E77. It is used exactly as JP NZ, JR NZ, CALL NZ or RET NZ would be used. The RET at 5E8E is to 5E77. You may think this strange, seeing as we've just cracked that code, but look closely and you'll see it has been modified. It now reads...

```
5E77 LD A,(HL)
5E78 RRD
5E7A NOP
5E7B INC HL
5E7C DJNZ 5E77
5E7E RET
```

If you think that this doesn't decrypt, because there is no LD (HL),A instruction, you should realise that RRD (and RLD) in fact change both A and (HL), so this instruction is like a decrypting instruction (ADD or SUB, for example) and a LD (HL),A all rolled into one. The RET at 5E7E is to 5E12.

```
5E12 LD HL,5FB4
5E15 LD DE,5FB5
5E18 LD BC,88B8
5E1B LDIR
5E1D POP HL
5E1E LD D,H
5E1F LD E,L
5E20 INC E
5E21 POP BC
5E22 LDIR
5E24 LD B,1E
5E26 POP HL
5E27 LD A,(HL)
5E28 XOR A3
5E2A LD (HL),A
5E2B INC HL
5E2C DJNZ 5E27
```

You should POKE 5E1B, 5E1C, 5E22 and 5E23 with 0 (otherwise the disassembler will be overwritten). Put a breakpoint at 5E27 to find out where the decrypter changes data – it is at 5E2E, the address immediately after the decrypter. To overcome this, move the block of code 5E27-5E2D to somewhere convenient, put a breakpoint after it and run it from there.

```
5E2E POP HL
5E2F LD (5E02),HL
5E32 POP HL
5E33 LD (5E05),HL
5E36 SCF
5E37 LD A,7
5E39 CALL 5E00
```

The routine at 5E00 is a standard headerless loader. IX=9C40, DE=0190, A=7, and the code at 5E07 is the start of

the ROM loading routine, followed by a JP to it. It is effectively the same as CALL 0556.

```
5E3C JP NC,1
5E3D LD HL,9C40
5E40 LD B,FF
5E42 CALL 5E77
5E45 LD B,FF
5E47 CALL 5E77
5E4A DI
5E4B RET
```

The decrypter at 5E77 is unchanged. The RET at 5E4B is to 9C40. We can do away with the basic loader altogether in the final hack by loading the second block of code as a standard headerless file, then decrypting it ourselves (as long as the decrypter in the hack is sufficiently different to the decrypter in the basic).

```
9C40 LD HL,9C52
9C43 LD BC,190
9C46 LD D,A5
9C48 LD A,(HL)
9C49 XOR D
9C4A LD (HL),A
9C4B INC HL
9C4C DEC BC
9C4D LD A,B
9C4E OR C
9C4F JP NZ,9C48
```

To crack this, change the JP NZ at 9C4F to a JR NZ: RET then CALL the decrypter (put a breakpoint after the call). JR NZ uses only two bytes, whereas JP NZ uses three, leaving us a spare byte for the RET.

```
9C52 LD HL,9C63
9C55 LD DE,FE52
9C58 LD BC,190
9C5B LDIR
9C5D LD SP,FD80
9C60 JP FE52
```

```
FE52 LD A,84
FE54 LD DE,1800
FE57 LD IX,4000
FE5B CALL FEB8
FE5E LD DE,400
FE61 LD IX,5BFF
FE65 CALL FF37
FE68 LD DE,1D4
FE6B LD IX,FE2C
FE6F CALL FF07
```

The big headerless block that follows, as you can see, is treated as a series of shorter headerless blocks without leader tones. We do not know the code at FE72 yet, because the last headerless file overloads itself. To get around this, put a patch in the equivalent code from 9C63 (which is still there), and load the first part of the game from there. What this means is put a breakpoint at 9C83 and JP to 9C63. Once loaded, the following code is seen...

```
FE72 LD DE,8440
FE75 LD IX,E1FF
FE79 CALL FF37
FE7C LD DE,12E4
FE7F LD IX,FFFF
FE83 JP FF7D
```

```
FF7D LD A,0
FF7F OUT (FE),A
FF81 CALL FE2C
```

```
FE2C LD HL,4000
FE2F LD BC,1B00
FE32 XOR A
FE33 XOR (HL)
FE34 LD D,A
FE35 INC HL
FE36 DEC BC
FE37 LD A,B
FE38 OR C
FE39 LD A,D
FE3A JP NZ,FE33
FE3D RET
```

The routine FE2C-FE3D checks the screen, and comes out with a value in D. It is not a decrypter, because there is no LD (HL),A instruction. The RET at FE3D is to FF84.

```
FF84 LD HL,FE50
FF87 CP (HL)
FF88 JP Z,FF96
FF8B LD HL,EE48
FF8E LD BC,FFFF
FF91 LD DE,EE49
FF94 LDIR
```

The way to overcome this is similar to what we did with the decrypter on that first headerless file. Change the JP Z at FF88 to LD D,(HL): JR FF96. It must do that JR Z, because the routine at FF8B blanks out all memory, from EE48-FF94.

```
FF96 LD HL,FFB0
FF99 LD BC,50
FF9C LD A,D
FF9D XOR (HL)
FF9E LD (HL),A
FF9F INC HL
FFA0 DEC BC
FFA1 LD A,B
FFA2 OR C
FFA3 JP NZ,FF9C
FFA6 CALL FE3E
```

The routine at FE3E is similar to the one at FE2C. It checks the loaded game and returns a value in E.

```
FFA9 LD HL,FE51
FFAC CP (HL)
FFAD JP NZ,FF8B
```

You should POKE FFAD, FFAE and FFAF with 0 (to remove the JP NZ). The value is never used so you don't need to put it in yourself.

```
FFB0 LD HL,5DC0
FFB3 LD BC,80E8
FFB6 CALL FFEC
```

```
FFEC LD A,(HL)
FFED RRD
FFEF INC HL
FFF0 DEC BC
FFF1 LD A,B
FFF2 OR C
FFF3 JR NZ,FFEC
FFF5 RET
```

This decrypts from 5DC0, then RETs to FFB9.

```
FFB9 LD HL,5DC0
FFBC LD BC,80E8
FFBF CALL FFF6
```

```
FFF6 LD A,D
FFF7 XOR (HL)
FFF8 LD (HL),A
FFF9 INC HL
FFFA DEC BC
FFFB LD A,B
FFFC OR C
FFFD JR NZ,FFF6
FFFF RET
```

This also decrypts from 5DC0, then RETs to FFC2.

```
FFC2 LD HL,C700
FFC5 LD DE,4000
FFC8 LD BC,1B00
FFCB LDIR
FFCD LD HL,C6FF
FFD0 LD DE,DCFF
FFD3 LD BC,6700
FFD6 LDDR
FFD8 LD HL,A710
FFDB LD (5C36),HL
FFDE LD BC,3110
FFE1 XOR A
FFE2 SBC HL,BC
FFE4 LD SP,5DBF
FFE7 IM 1
FFE9 JP 6F
```

```
006F JP (HL)
```

We can change the 6F at FFEA to somewhere convenient to put POKEs in, then JP (HL) at the end. Make sure, though, that you don't corrupt HL in your POKEs, otherwise the JP (HL) will JP to the wrong place.

The *Red LED* Hack

```
ORG E200
LOAD LD IX,#9C40
LD DE,#190
LD A,7
SCF
CALL #556
JR NC,LOAD ;THIS MAKES IT LOOP
BACK IF IT DIDN'T LOAD THE BLOCK
PROPERLY
LD HL,#9C40 ;START BYTE TO DECRYPT
LD BC,#1FE ;LENGTH FROM THE BASIC:
FF+FF=1FE
DCRPT LD A,(HL)
RRD
INC HL
DEC BC
LD A,B
OR C
JR NZ,DCRPT
LD IX,#9C4F
LD (IX),#20 ;20 IS CODE FOR JR NZ
LD (IX+1),#F7 ;F7 IS OFFSET BYTE FOR
-8 WHICH IN THIS CASE IS 9C48
LD (IX+2),#C9 ;C9 IS CODE FOR RET
CALL #9C40 ;DO THE DECRYPTER
LD HL,BACK
LD (#9C61),HL ;JP TO "BACK"
JP #9C52
BACK LD HL,LDPCH
LD DE,#9C83
LD BC,9
LDIR ;PATCH IN 9 BYTES TO #9C83
(WHERE WE HAD A BREAKPOINT
BEFORE)
JP #9C63 ;START LOADING THE GAME
LDPCH LD HL,DCPCH
LD (#FE84),HL ;JP TO "DCPCH", NOT
FF7D
JP #FE72 ;RESUME LOADING
DCPCH LD IX,#FE88
LD (IX),#56 ;56 IS CODE FOR LD D,(HL)
LD (IX+1),#18 ;18 IS CODE FOR JR
LD (IX+2),#B ;0B IS OFFSET FOR +11, IN
THIS CASE FF96
LD (IX+#25),#C9 ;DO A RET INSTEAD OF
THREE 0'S
CALL #FF7D ;START DECRYPTING THE
NEXT BIT
LD HL,POKES
LD (#FFEA),HL ;PATCH THE JP 006F TO
COME BACK
JP #FFB0 ;START DECRYPTING THE
GAME
POKES XOR A ;INFINITE TIME AND
ENERGY POKES
LD (#7F72),A
LD (#7CB8),A
LD (#A3E9),A
LD A,#C9
LD (#7FEA),A
JP (HL)
```

Good, eh? Remember if you've got any queries then write me a letter (with sae) to How 2 Hack, YS, 30 Monmouth Street, Bath BA1 2BW and I'll see what I can do.

YS/MICROSTYLE *RICK DANGEROUS II* COMPO



WIN!

A PULSATING PYE CD/STEREO RADIO/ CASSETTE RECORDER JOBBIE! (IT'S THE BIZ!) PLUS! FIFTEEN *RICK DANGEROUS II* T-SHIRTS!

YOU CAN'T LOSE!*

***Well, you can.**

It's Mega!
And so's the game (just check out the review this very ish if you don't believe us!). *Rick Dangerous* (the original) has always held a bit of a special place in our hearts (ie we quite like it), despite the fact it's rather massively too hard. *Rick Dangerous II* isn't quite as tricky (hurrah!), but otherwise it's more of the same – more colourful, more packed with action, more stuffed with inventive little touches, and less, well, less nothing (unless you count 'less impossible to get past Level Two' of course!).

While the first Rick was, ahem, 'heavily influenced' by *Indiana Jones* and similar movies, *Rick Dangerous II* comes across as more of a British Flash Gordon. One minute he's out with his girlie in Hyde Park, the next he's leapt aboard an alien spaceship, whizzed off to the stars and bashed a few spooky Mr Alienheads' faces in. (All in a day's work really when you're as much of a superhero as he is.)

Blimey! So how do I get to be such a hero?
It's not easy. Still, you could make a lot worse start than getting your mitts on something like this – a Pye CD/stereo radio/cassette recorder, with long, medium and FM wavebands, built-in microphone, 20-track programmable CD player, CD introscan (which previews the first few seconds of each track) and so on. It's really rather nifty, but the especially good bit is that you don't have to spend a penny on it yourself (well, not if you win this competition, you don't).

That's not all though! We've also got 15 *Rick Dangerous II* T-shirts as runners-up prizes, and they're really rather spiffing. They've got a cartoony pic of our Rick in full Flash Gordon garb on the front, and the words "This man is dangerous" lovingly picked out in yellow on the back. (The washing instructions are on the label.) Hurrah!

So what do I have to do?
A-ha! The age-old question. And guess what we've got for you this time? Yes, it's a word square! Simply find these famous Ricks hidden amongst all the stray letters and highlight them with a fluorescent marker or a biro circle or something...

- (Rick) Nixon
- (Rick) Astley
- (Rick) Pelley
- (Rick) Clayderman
- (Rick) Burton
- Whistlin' (Rick)
- (Rick) III
- (Rick) The Lionheart
- (Rick) Branson

Now just jot your name and address down on the coupon, stick it to the back of a post card or envelope and send it off to *This Postcard/Envelope* Is Dangerous* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. And please could we have your entries in by November 30th?
**Delete as applicable*

RULES
- Spooky Mr Alienheads from MicroStyle or Future Publishing better not try applying (this stereo can't pick up FM stations in space anyway).
- This compo is best before November 30th 1990 – any entries coming in after that date will be binned in the interests of the public health.
- Rick isn't the only bloke who's dangerous – Matt can be too (well, a bit). Okay, so he's not that dangerous, but he's still got a bit of a temper on him – so it'd be wise not to argue with him about this compo.

A	G	D	I	C	H	I	I	I	R	P	G	B	N	C
G	H	Y	T	R	A	W	Q	I	K	E	Y	K	I	L
W	H	T	I	A	S	T	L	E	Y	L	Y	T	G	A
H	H	J	R	E	D	D	I	O	Z	L	V	M	B	Y
I	J	F	E	W	Y	U	A	Q	I	E	U	Y	N	D
S	T	R	Z	X	N	J	R	G	T	Y	H	J	L	E
T	H	E	L	I	O	N	H	E	A	R	T	N	M	R
L	G	A	S	P	T	K	L	P	L	F	Z	O	D	M
I	G	W	E	T	R	J	I	X	E	W	Q	X	G	A
N	H	J	K	O	U	J	T	I	K	L	H	I	L	N
K	U	C	K	K	B	R	A	N	S	O	N	N	K	N

There you have it – simple as pie!

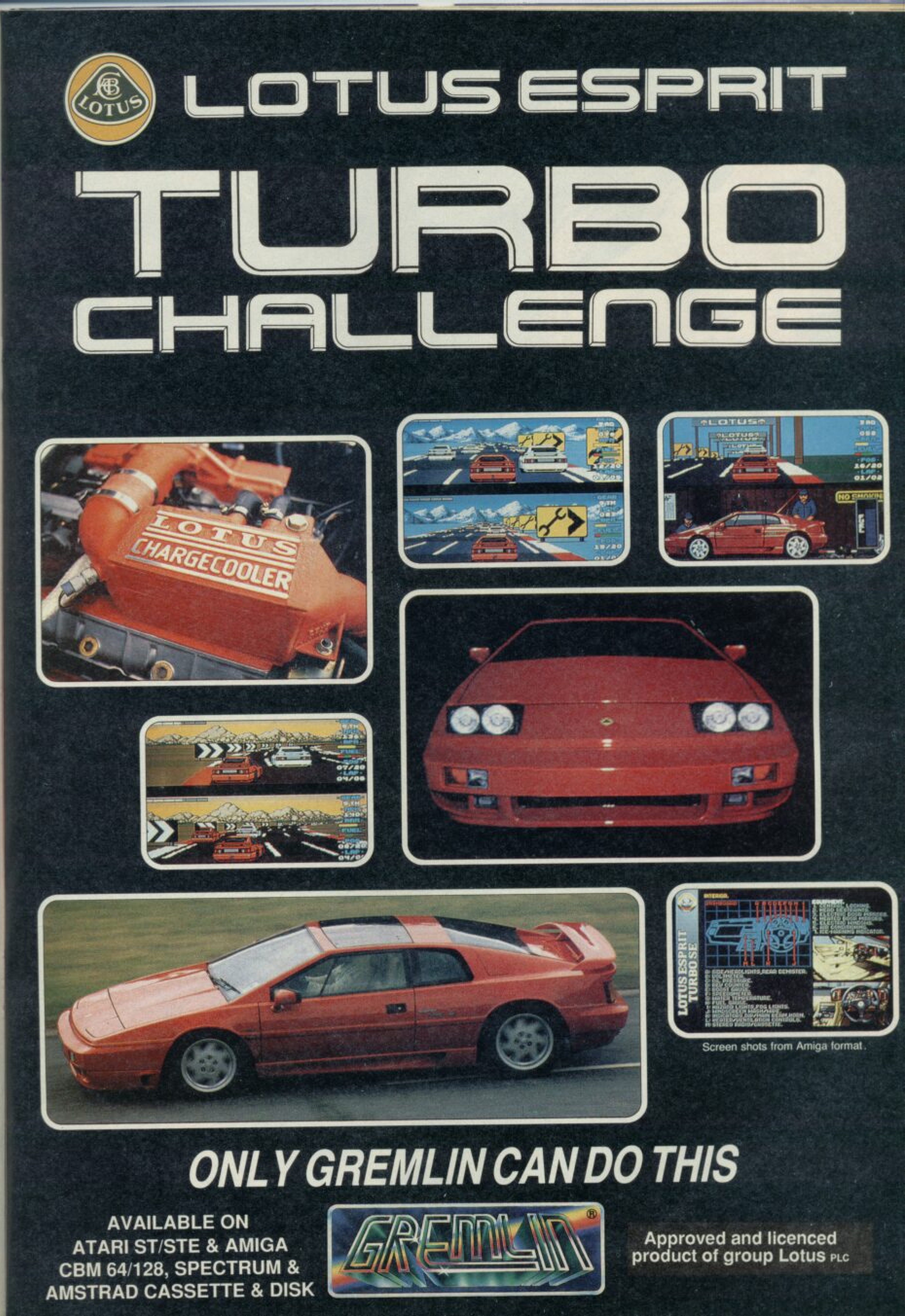
My name is ....

And I live at ....

....

....

....


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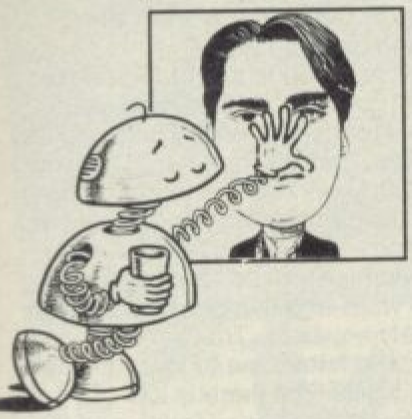

STRIDER 2


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The Year 2014 – New York is lost to organised crime. Only a valiant few remain loyal to law and order – They are THE WARRIORS.
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You cannot, you must not, fail!
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16 PORTLAND ROAD, LONDON, W11 4LA

SAM SURGEON

ROBIN ALWAY



Last month's SAM Surgeon was full of cheery news, fluffy kittens, rosy-cheeked children (you know, the ones with huge caps on and patched jeans like you get on birthday cards when you're about eight) and, ooh, lots of lovely things. And guess what? This month's column is similarly throbbing with cheery 'reportage'. So feast on...

For starters, the Coupé has had a pretty substantial £50 lopped off its price!! Hurrah! A SAM with disk drive now costs the tidy sum of £199.95. As I mentioned last month, that's the only way **Miles** and **Gordon's** new company **SAM Computers Ltd** are making them available – SAMCO hope this will breathe a bit of life back into SAM's sales and hopefully encourage as many people as possible to do the decent thing and take them up on their bargain offer. I suppose you might be a tad aggrieved if you bought one of the machines at the old, rather higher price, but it really is in your interests because the more fellow SAM-owning comrades there are out there the more software and hardware is likely to be released. So stop whinging!

Another reason to be cheerful is the latest steaming batch of new SAM stuff both soft and hard, most of which should be out by the time you read this. First off, **PCG's** respected Spectrum three-piece suite of **Desktop Publishing programs** is now available in sexy Coupé form. Apparently, it's pretty similar to the Speccy version, and we all know how good that was. The price here is the same, at £37.95. Send an sae for more details to 61b School Street, Barrow-in-Furness, Cumbria LA14 1EW, or ring PCG on 0229 836957.

Another chunk of hardware available for you to bung into one of your Coupé's copious expansion ports is the £29.99 **Voicebox**, released by **Blue Alpha Electronics** (Ynysforgan Farm, Morriston, Swansea SA6 6QL). This is an add-on speech synthesiser which comes complete with all the software you need to make it say what you want. (Let's hope it's not the usual computer-out-of-*Blakes 7*-style voice so beloved of such devices, eh, SAM-chums?)

The first proper SAM game ***Defenders Of The Earth*** got a rippling 84% in its review last *YS* and general opinion suggests an altogether impressive debut. Even Jonathan might like it (although somehow I doubt it). Now you can call me a weedy Lemsip drinker if you want but I do reckon it's a tad on the tricky side. Which is why the following cheat from **RI Clark** dropped through the letterbox to a trumpet fanfare and lots of hip-hip-hurrahing. For infinite energy, what you do is score enough to get on the high-score table and then enter ORB. But watch out – you can still lose a life if you fall in the water! Huge big fluffy thanks to RI – a badge is on its way.

Who said ***Rainbow Islands*** was incompatible with the SAM? Okay, so I did a few issues back, and so it was until **Paul Kelly** appeared on the horizon with the 'ere following tip...

1) Type in the *Rainbow Islands* POKE back in issue 54 (the correct one).
2) Save the hack to tape (Spectrum).
3) Load the emulator (from disk).
4) Select the emulator.
5) Load in the POKE before the game.
6) Save each island in turn.

Oh, and don't forget 7) – say "Thankyou very much indeed" to good old Paul.

Remember, if you've got absolutely any tips, wrinkles, shortcuts or POKEs for the SAM then don't hesitate to send them to me at the usual address.

Included on the first deluxe *YS* Four Pack tape was ***Tau Ceti***, that excellent old Speccy classic first released in 1876 for 1d and a thruppenny bit (or something). Anyway **Bob Matthews** of Essex (who's so old he remembers it first time round) has written in to say that it's not fully Coupé-compatible. Apparently problems occur when you try to input words on the skimmer computer. "Is there anyway round this, Robin?" he asks. Not unsurprisingly, Mr Thicky here hasn't got a clue. So if you know how to get *Tau Ceti* working on the Coupé write in and tell us.

There are at least two things in the world that everyone of any nationality, religion or political persuasion can agree on. Firstly, Jeremy Beadle is a plonker, and, secondly, **Public Domain** software is a very good idea indeed. You know, of course, that Public Domain software is free from copyright (so you can swop it with friends), dead cheap and more often than not of a surprisingly high quality. Take the ***Total Recall*** demo that's just been sent to me by **G Middleton** of 35 Victoria Mount, Horsforth, Leeds LS18 4PU. It's an animated demo made up of 74 screens taken from the trailer of Arnie Swarzerwhatever's latest flick, and jolly spiffing it is too. You can get hold of a copy direct from its author for a very-reasonable-in-my-opinion £1.50. The three Coupé PD libraries should also have copies and I recommend you find out more about the blossoming PD scene by sending sae's to **Turbo** (8 Healey, Lakeside, Tamworth, Staffs B77 2RF), **Fastline** (1 Ryeland Place, Kilgety, Dyfed, Wales SA68 OUX) and **Contact** (7 Queens Close, Old Windsor, Berkshire SL4 2NU). And tell them I sent you.



Big Arnie's up for grabs in the wonderful world of SAM PD software.

I can hear my closing theme tune starting up so it only remains for me to get on my knees once again and plead for all your tips, POKEs, software, fanzines and comments. Send everything Coupé-related to Robin Alway, SAM Surgeon, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. I'll be your best friend for life (but don't let that put you off).

Looking for something cheap? How about RICH PELLEY (now at half price – a snip)? Er, on second thoughts...

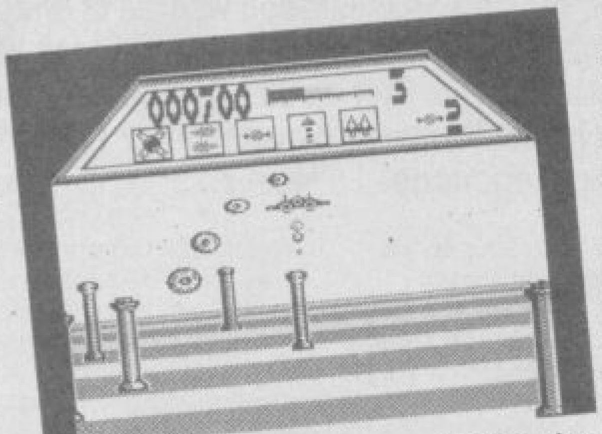
BARGAIN BASEMENT

T-BIRD

Mastertronic Plus/£2.99

Imagine a totally fabby game which is full of colour, massive spaceships, squillions of different nasties, huge explosions and ace sound. Right, now let's talk about *T-Bird* (ho ho ho).

(Sorry.) Okay, so *T-Bird* isn't exactly a Speccy game of Spielbergian proportions, but the weird thing is it isn't actually all that crap. No, it's quite good – pretty simple, and pretty addictive. It's a fly-into-the-screen jobby (a bit like *Afterburner* but with a puny spaceship instead), shooting loads of waves of unfeasibly large aliens and dodging large pillars and things while you're at it. Oh, and you can pick up icons for extra add-on weapons as well (better firepower, shields



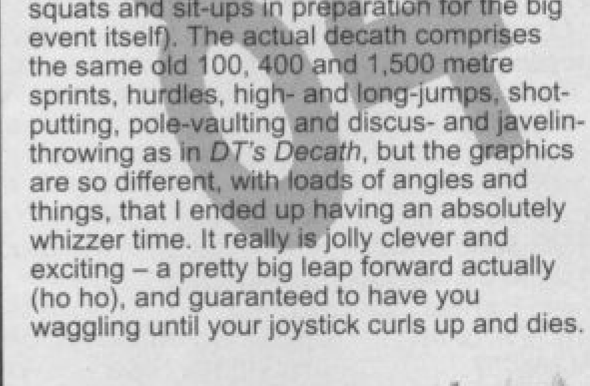
Well, they may look like a load of munchy doughnuts to you, but they don't half blow you out the sky!

etc). The graphics are minimal, although they are reasonably varied and fast, but the best bit is the playability – there's loads. It's sooo simple you'll be craving for just one more go. Totally brilliant. Buy buy buy!

DALEY THOMPSON'S OLYMPIC CHALLENGE

Hit Squad/£2.99

I never was a great waggler (my mum always told me too much waggling made you go blind) but I must admit that *Daley Thompson's Olympic Challenge* had me playing for, ooh, at least five minutes. Why? Well, luckily this one's far better than the previous Daley re-release efforts of late. First of all, he now looks and moves more like the Big D than the crappy little blokey did in *Decathalon* and *Super Test*, and secondly there's the welcome addition of a training bit (yet more waggling as our Day weight-lifts, squats and sit-ups in preparation for the big event itself). The actual decath comprises the same old 100, 400 and 1,500 metre sprints, hurdles, high- and long-jumps, shot-putting, pole-vaulting and discus- and javelin-throwing as in *DT's Decath*, but the graphics are so different, with loads of angles and things, that I ended up having an absolutely whizzer time. It really is jolly clever and exciting – a pretty big leap forward actually (ho ho), and guaranteed to have you waggling until your joystick curls up and dies.



Just 736 more sit-ups to go, Daley me old mate, and you can have that bottle of Lucozade up at the top of the screen.

PROFESSIONAL GO-KART SIMULATOR

Zeppelin Games/£2.99

Still no sign of Andy 'Street Hawk' Ounsted's *Crap Bike Simulator*, only this *Pro Go-Kart Sim* from Zeppelin. Which is a pretty good thing really, because I'm sure you'd agree that a game which is murder to start up, breaks down every five minutes and won't go above 27 and a half mph (on a good day) would be a bit crap. Very crap, in fact. Luckily, though, *Pro Cart Sim* is a whole bucket of carrots better, so let's talk about that instead, eh, sports-fans?

Hmm. Not that much to say really. *(Make up your mind! Ed)* It's a back-view-of-your-vehicle-drive-into-the-screen jobby (along the lines of *OutRun*, *Enduro Racer* etc), but you could've probably worked that out from the screenshot. The whole thing chugs along at a cracking pace – almost too fast to handle sometimes because you do tend to start crashing into walls and things which appear from absolutely nowhere. That's more than a bit annoying, and forces me to lower its mark by absolutely loads. But there is lots of variety (four tracks to choose from), and the thing's really quite playable and dead easy to get into.



Pity the view you've got here isn't from some whopping great Mack truck, eh? Then you could squash all those poncy go-karts right into the tarmac! Heh heh.

SALAMANDER

Hit Squad/£2.99

If you were paying attention, you may remember Jonathan's small quibble a while back about *Nemesis* being just too plum hard for its own good. And I must admit, I'm having similar problems with the follow-up, *Salamander* – I've been playing the thing for hours and still haven't managed to complete Level One. Ahem. And I even got someone who is good at playing games to try as well, and he couldn't do it either.

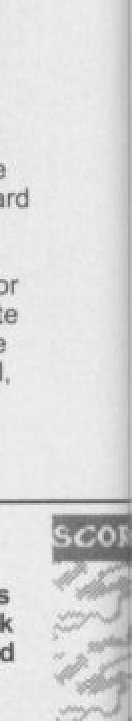
It's much in the same vein as *Nemesis* (your averagely average horizontally-

RASTAN

Hit Squad/£2.99

Seeing as *Rastan* is a hack-'em-up, this looks like the ideal opportunity to crack lots of "Are you dying for a slash?" and "Time to get your chopper out" jokes. Er... *(Don't you dare. Ed)* Oh. Perhaps not. Suppose we'd better plunge right in then.

***Rastan*? It's blimmin' marvellous! I mean, even Jonathan liked it, Megagaming it back in '88, which must say something for it. Okay, quibblers, so it's hardly the most original piece of programming ever (after all, horizontally-scrolling running-along-slicing-'em-ups are hardly thin on the ground for the Spec), but this certainly is one of the best around, and still looks a corker after all these years. Huge graphics (avec colour), nice tunes (especially on the 128), smooth scrolling (it also slides up and down when you go up ladders and down pits and things – I forgot about that), a spooky sort of icon add-on weapons bit, octillions of levels –**





Sob. Do I really have to go in there? But it's full of horrible nasties who want to kill me. No, please... aaaarggh!

scrolling blasting-add-on-weapons jobby) and equally hard, although luckily this one is miles better (if you remember, its predecessor wasn't actually all that good). For example, there are loads of different aliens, spooky cavern things to fly through with these huge hand jobbies which come out and grab you, and piles more besides. The instructions also promise nuclear spiders, organic monsters and demons beyond the dimensions of our minds. Ber-limey! And the end-of-level monster'll probably be a complete bummer to complete if the difficulty level of the rest of the game is anything to go by.

It's good, but a bit of a stiffy. *(I beg your pardon? Ed)*

YES PRIME MINISTER

Mastertronic Plus/£2.99

As well you may have guessed, *Yes Prime Minister* (the game) is based on the popular TV comedy show. I say "popular" because, well, it was, wasn't it? The PM's favourite telly prog apparently. But what does she know? I thought it was crap (but that was probably because I never understood the jokes).

But what about the game? Well, you're the Prime Minister trying to please the British Public so that everybody likes you and wants to vote you back into office. So, no, you can't double the Poll Tax in Wales (even though they deserve it – ho ho, just joshing). To succeed you have to make the correct choices at the right time to various random problems, with clues lying around the place to help you on your way. Come to think of it, the thing's really more of an adventure than a 'proper' game with lots of text to read and people to interact with (so what it's doing here rather than in Uncle Mike's grotto I don't know). The main difference is that you manage all this by moving a cursor around, and clicking on things, such as the phone, or a letter when you want to do something. Everything is operated by choices ("Do you want to do this, or that?", that sort of thing) and all the problems for you to sort out are random. It's a bit hard to explain it in full but it's very playable and well presented, so if this sort of thing sounds like your bag then go get purchasing.



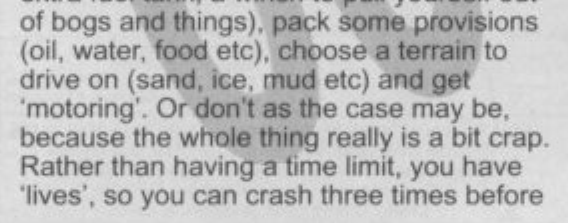
Yes, Prime Minister. No, Prime Minister. Oh, bog off, Prime Minister. (Hey, isn't that a photo of Edwina Currey on the desk? I think we should be told.)

4X4 OFF-ROAD RACING

Kixx/£2.99

I dunno – it seems as if every budget game this month is a re-release. Apart from *Pro Go-Kart Sim*, that is. Oh, and *T-Bird*. But you know what I mean. And this one's no exception. Perhaps you would care to turn to JD's *Complete Guide To Driving Sims* a few pages further on, and read for yourself what *4X4 Off-Road Racing* is all about (that'd save me having to do any explaining)? What do you mean, "No"? Tch. (This isn't my day.)

Okay, it's quite simple – firstly choose yourself a 'four-wheeler' (ie truck thingie), buy any accessories that you feel like (an extra fuel tank, a winch to pull yourself out of bogs and things), pack some provisions (oil, water, food etc), choose a terrain to drive on (sand, ice, mud etc) and get 'motoring'. Or don't as the case may be, because the whole thing really is a bit crap. Rather than having a time limit, you have 'lives', so you can crash three times before your game is over. This means that you have to be really careful and watch where you're going, rather than bombing around frantically, which would be far more entertaining. Races go on for absolutely ages, so the likelihood of you actually finishing is quite slight. And winning? Well, forget it. Graphics are a bit shoddy and jerky, although you do get hills to go up and down, a (vaguely) nice touch. But it really is a bit too boring, and won't have you 'gripped' for very long at all (ha ha).



Right, that's it – compo time. Think up a caption for this car-racing screenshot and send it to *Yikes, I'm Blimmin' Glad I Haven't Got Your Job, Matey* Compo.

GUARDIAN ANGEL

CodeMasters/£2.99

"Oh no! Not another ropey old beat-'em-up based on the thrilling exploits of the Guardian Angels," you cry. And you'd be right. But then again, you'd also be wrong. Yes, it is without doubt a beat-'em-up (okay so far) and it is old (well, a tiny bit), but ropey? No, it's (whisper it) actually rather good. Here's the full story.

Despite the typical Codies packaging ("Tackle muggers, homicidal maniacs and PSYCHOPATHS" it promises) this is, in actual fact, a Dinamic game, released recently in Spain as *Freddy Hardest In South Manhattan*. (So yes, in effect it's another re-release, even though it's never been seen in this country before.)

You may remember the original *Freddy*, brought out by Imagine in this country around Christmas '87 – it was a two-part space beat-'em-up which a youthful Jonathan Davies originally gave a generous

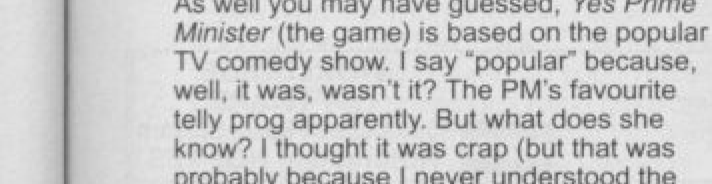


Angels with dirty faces, ahoy!

eight out of ten to. That was a few years ago though, and things have moved on a bit. Freddy hasn't though – this new game (programmed in Uruguay apparently!) is of about the same general standard as the first one, which would make it slightly crap as a full-pricer today. As an original budgie though it's a different matter.

But what about the game? Well, it's a very fast monochrome horizontal scroller, with our hero Freddy/The Guardian Angel as a rather nicely-animated little chap in a trenchcoat who can punch, low-kick or high-kick. Baddies are of the street thugs/rats/ sailors (!) variety and come armed with iron bars, knives, chainsaws, fork-lift trucks (!!) and so on. All fairly normal so far, and indeed it remains fairly normal throughout, except for the fact that everything is so well programmed – you don't often get to walk behind and through the scenery in budgie games like this, for instance.

What else? Well, it is (as you might expect) rather hard – you get only so far before about eight or ten baddies jump you at once, and then you're done for, matey (or at least I am). That's it really – nothing spectacular perhaps, but very competent and certainly a cut above most budget fare.



(Your guess is as good as ours.)

heck, I could go on for hours. If you like slash-'em-ups you'll love *Rastan*. If you don't you'll hate it (and be missing out on quite a lot).

WIN!!

A FABBY-WAZZY FOUR-WHEEL-DRIVE REMOTE CONTROL TRUCK!

PLUS!! TEN COPIES OF VIRGIN'S *IVAN 'IRONMAN' STEWART'S SUPER OFF-ROAD RACER*!



Mud, eh?

It's blimmin' brilliant stuff! We don't know about you, but here at the *YS* office we like nothing better than a swift plunge of the fist into an ice-cold bucket of mud-gunk to help relieve everyday tension. There're loads of other good things you can do with it too – you can mix it with cucumber and slap it on your face as a 'beauty' treatment, you can get girlies to wrestle in it *(Blimey! Ed)*, you can even chuck a load at Matt (if he's in range). All good messy fun!

But, dear Spec-chums, there's something else you can do in the mud department that's even more fun than that little lot mixed together! Yep, the very, very (very) best thing you can possibly do in the mud is race in it, preferably mounted in a massive four-wheel-drive truck thingie!! It's slippy, it's slidey, it's brill!!

So just imagine how much fun Virgin's newie *Ivan 'Ironman' Stewart's Super Off-Road Racer* must be! It's all about racing trucks in the mud you see, so you'll have all the fun of zooming around in the slidey stuff – but with none of the mess! We liked the sound of it so much we've written a review of it in this issue. And a compo too! Which you're reading right now! (Blimey!)

Prizes?

Lumme, let's get straight to the point, shall we? We'll have a bit of a rummage in the old goodie bag and see what we find. (Rummage, rummage.) Cor! What's this? It's a ruddy great remote-control truck-thingie, that's what! (Just like in the game.) It's a 435mm-long, 328mm-wide and 265mm-high four-wheel-drive, front-wheel differential-gear-equipped 4x4 pickup, to be exact, subtley dubbed the Midnight Crusher! Buy this in the shops and it'd set you back £160! What a corking prize!

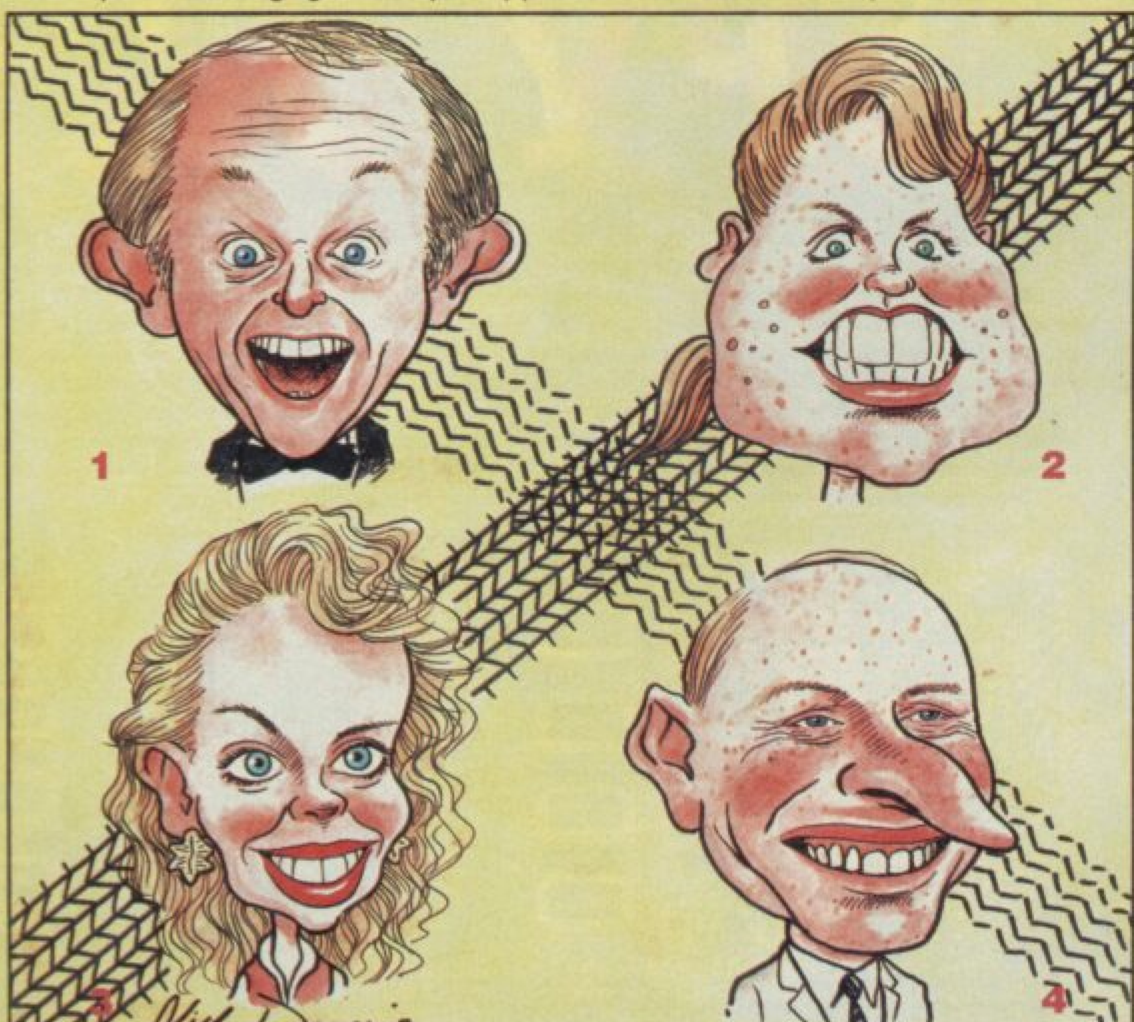
Runners-up shouldn't get too peeved though 'cos we've got ten copies of the *Ironman* Speccy game to give away too. Nicholas Parsons, eat your heart out.

But what've we got to do?

Simple. Take a look down the page and you'll see four of our favourite (ahem) celebrities. They're all taking part in one of those crap 'outdoor pursuits' TV shows (you know the sort – hosted by Mike Smith or Peter Purvis or someone useless like that), and (spookily enough) in one event they've got to drive these humongous truck jobbies around a track. Trouble is they've gone and lost their 'lucky' mascots and (being rather poncy and superstitious) are refusing to start the race without them. So all you've got to do is match the mascot to the celeb and away we go. Jot your answers down on the coupon, cut it out, stick it on the back of a post card, and send it off to *That's Neat, That's Neat, That's Neat, That's Neat, I Really Love Those Muddy Feet* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. And remember that closing date – it's the 30th of November.

RULES

- Any employees of Future Publishing, Virgin Mastertronic or Nikko R/C Systems who line up at the starting grid will get their tyres slashed.
- The season ends on 30th November 1990.
- Matt's the man with the stopwatch so any arguing with him and you'll be disqualified, maties!



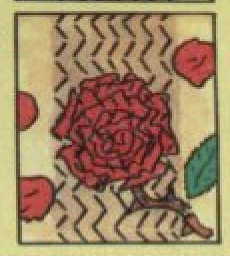
A



B



C



D



Ha! Easy-peasy, pudding and pie. The correct answers are...

A ....

B ....

C ....

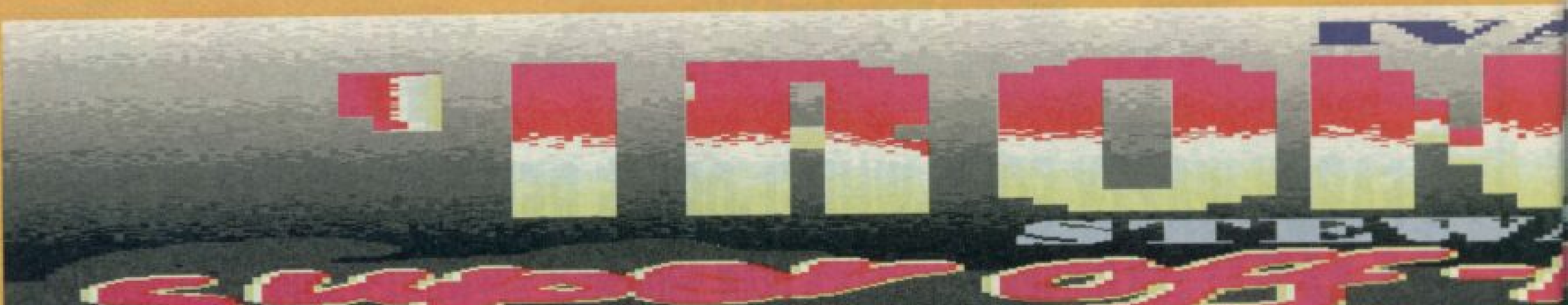
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Name ....

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.... Post code ....



Virgin Games
£9.99 cass/£14.99 disk

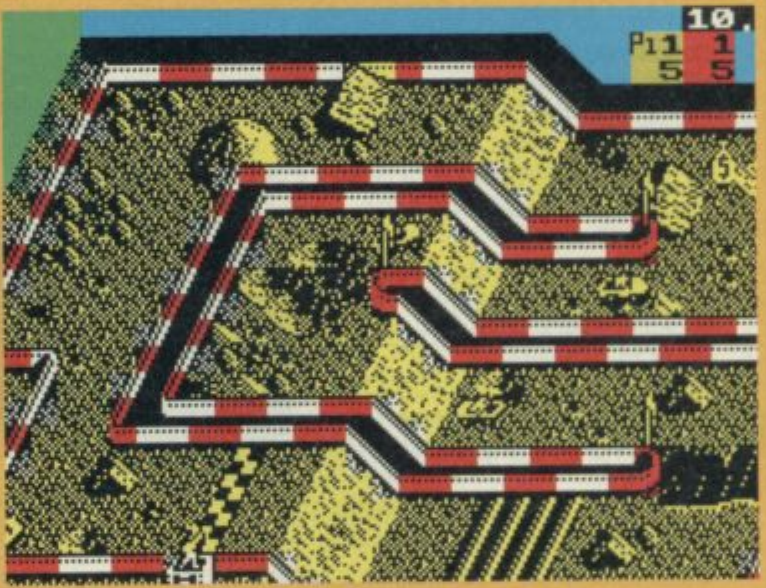


Davey *Ivan 'Ironman' Stewart's Super Off-Road Racer* (phew) is without doubt this month's winner of the longest, most-difficult-to-say name award. (Congratulations.) It's also, like another game reviewed not a million miles from here (see below), basically a modern update of an ancient arcade classic (*Supersprint* in this case, not *Spy Hunter*). But that's where the similarity ends, 'cos whereas *The Spy Who Loved Me* seems only to have earned a cautious thumbs-up, *Ironman* is an absolute stonker!

Those wise Spec-chums who bought last month's *YS* should know quite a lot about the game by now anyway. After all, we gave away a rather spanking little playable demo on the cover cassette, as well as splashing the thing all over the front of the magazine. For the others among you (where were you?) what happens is that you, and a pal if you've got one, compete in a series of races around a set of twisty, turny off-road circuits, jumping over ridges, avoiding mud holes and trying not to spin off at the corners (if you can possibly help it).

YOUR SINCLAIR MEGAGAME

The tracks are all rather small (small enough to fit into a single screen, so there's no call for any complicated scrolling or anything) meaning the trucks are tiny little things whizzing about the place. Tiny, but very well animated – there are apparently over 100 different little truck sprites which the computer keeps switching between to keep everything looking as it should!



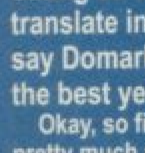
Don't worry, Spec-chums! The little trucks aren't really as difficult to see in the actual game as they look here – once they get moving everything becomes clear.

And, erm, that's about it really. I could go on about the shop sequence which appears at the end of each race (allowing you to upgrade your truck with new shock absorbers, nitrous oxide injection and so on), or the eight different circuits you play through at random, or the credit system that can count as extra goes or upgrades for your vehicle, but they're just icing on the cake – it's the thrills 'n' spills (lots of spills!) of the actual game that makes *Ironman* so much fun.

And if you think it's fun on your own, just wait until you get your chum involved! This is one of those games that two-player mode was invented for (unfortunately they don't seem to have been

THE SPY WH

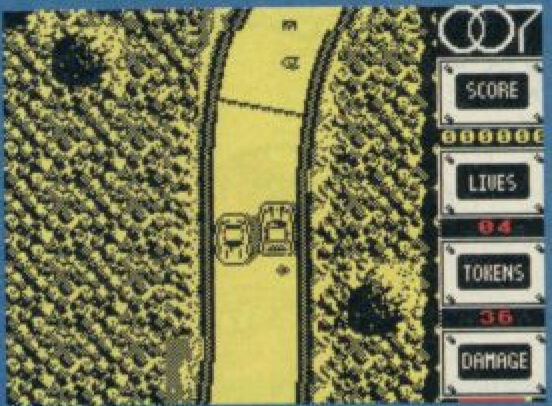
Domark/£9.99 cass
£14.99 disk



Matt As dedicated Spec-chums should know by now, Domark hold the licence to the entire run of James Bond films, and seem set to release a new one every year. This time round there's no new film, so it's raid-the-back-catalogue time again, and what have they come up with but *The Spy Who Loved Me* (possibly Roger Moore's best outing as 007). Good film, but will it translate into a stonker of a game? "Yes," say Domark confidently. "It's destined to be the best yet." Let's see, shall we?

Okay, so first off, how does it all work? Well, it's pretty much an updated *Spy Hunter* really, or at least half of it is. There are seven levels of overhead-viewed action, some of them very much racing games with you zooming your Lotus Esprit around roads, over bridges and so on (and shooting or dodging other cars while you're at it) while the others (the water-based ones, where there are no roads or obstacles as such) play much more like your standard vertically-scrolling shoot-'em-up. Your task (as secret agent James Bond 007, of course) is to prevent arch-villain Stromberg's mad plan to provoke nuclear war and rule the resulting mess from his undersea base Atlantis. In levels very (very) loosely based on scenes from the film (for instance, the famous bit where Bond drives his car off the end of a pier and it turns into a submarine, as opposed to the wet bike shoot-'em-up and speedboat chase which have nothing whatever to do with the film) Bond must defeat Stromberg by, erm, simply driving along and shooting things (it would appear).

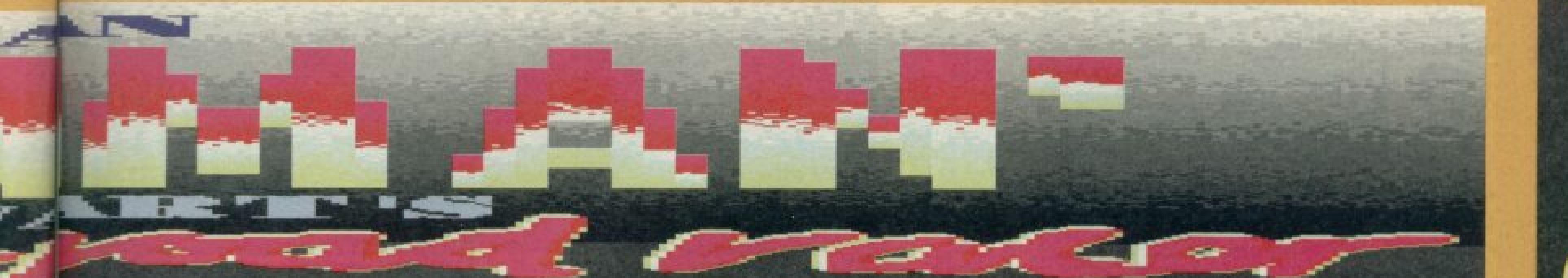
In this way, *Spy* isn't really a film conversion at all in the way that, say, Ocean do them - there's no real attempt to tell the plot of the film or explain how the levels connect. Instead this is more of a scrolling shoot-'em-up 'inspired' by the movie. All very well, you might be saying, but is it actually any good?



One of the early driving bits, and really the high-point of the game. Oi! Get over to your side of the road, you scamp!



Eek! Looks like I'm about to have to do a *Live And Let Die*-type boat jump here! (I don't remember this bit from the film.)



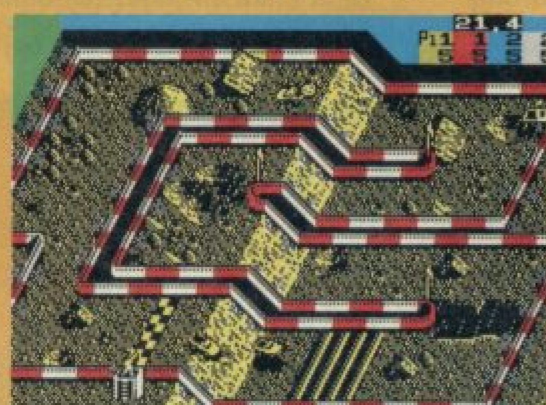
able to fit in the three-player option from the arcades). The bouncy, up-and-down nature of the circuits and number of hazards (mud holes, pools, you name it) make for a sufficienty crazy anything-can-happen sort of a race on their own – you just can't help hitting other cars and bouncing about all over the place. But get another guy involved and the temptation to keep ramming him and/or running him off the road is irresistible. You can even (hee hee) decide to zoom off the wrong way round the track (!), ploughing head-first into the racers who are taking it seriously half-way round!

Of course, it's not just the simple, accessible game design that makes *Ironman* so good – the Codies, for instance, have done hundreds of similar things, albeit with a simpler perspective and none of the interesting bouncy up-and-down bits. It's the skill with which it's been programmed. Graftgold (last responsible for the Speccy *Rainbow Islands*) are the blokes behind it, and they've managed to incorporate lots of colour, very little clash, and get everything jumping around incredibly quickly. And it all loads in one go as well.

Faults? There aren't any really. I think the fact that there aren't actually all that many circuits could cut down on life expectancy a bit (though you go round each one in both directions, making it seem like there are more), but apart from that it achieves what it sets out to do more or less perfectly. In case you hadn't guessed already, I love *Ironman*. For my money this is one of the most fun games of the year, and the best *Supersprint*-type game I've ever played (much better than the original was on our rubber-keyed chum, that's for sure). The business, and no mistake.



If you look very, very (very) carefully indeed you'll see that these aren't all the same screenshots at all...



...but lots of different ones – it's just that I can't be bothered to do any more tracks. *(You're fired! Ed)* Oops!

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
75°	87°	93°

DIAGNOSIS

Updated *Supersprint*, perfectly programmed and bags of fun. Highly recommended.

INSTANT APPEAL 92°

91°

O LOVED ME



The underwater Lotus – wibbly car, weedy divers, lots of colour and a power-up icon. (It's just a pity it all moves so slow.)

Well, yes, it is, in a funny sort of a way. The actual driving bits on the roads are excellent - though only monochrome, there's a rather pretty background to them, they scroll quite fast and smoothly, and the difficulty build-up is quite well handled. There are lots of collectable items that add speed and weaponry to your car, a shop sequence set in Q's truck and so on - you can see how they've gone for an arcade game feel with all this stuff. They're also the bits that are most reminiscent of the film.

Less successful are most of the aquatic bits. The speedboat chase (Level Two) is okay, but spoilt by the fact that it's got absolutely nothing to do with the movie, while the underwater Esprit bit, perhaps in a misguided attempt to reproduce the feeling of being in the deep, blue briney, is just too slow. There are some nice visual effects (the bubbles, how your car goes all wavey as if being viewed through water) but how on earth are you meant to dodge enemy subs or (badly-drawn) divers when your car's plodding along at such a snail's pace?

The final jet-ski fight is a disappointment too - a vertically-scrolling shoot-'em-up has to be something special to earn much of a vote these days, and this just isn't it. No background to speak of and some rather weedy little sprites shifting aimlessly round the screen - it could be set in space for all the difference it would make to the game (in fact, some stray person wandering into the office actually thought it was!).

So, not a bad *Spy Hunter* update overall, and certainly an improvement on recent(ish) attempts like *Action Fighter*, not to mention the vast bulk of past James Bond games. I enjoyed it - particularly the road-based sequences - but it's not a knock-out by any means.

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
79°	74°	77°

DIAGNOSIS

Half good/half bad Bond game. There's quite a lot here though, so it's not bad value.

INSTANT APPEAL 75°

76°

Electronic Zoo
£9.99 cass/£14.99 disk

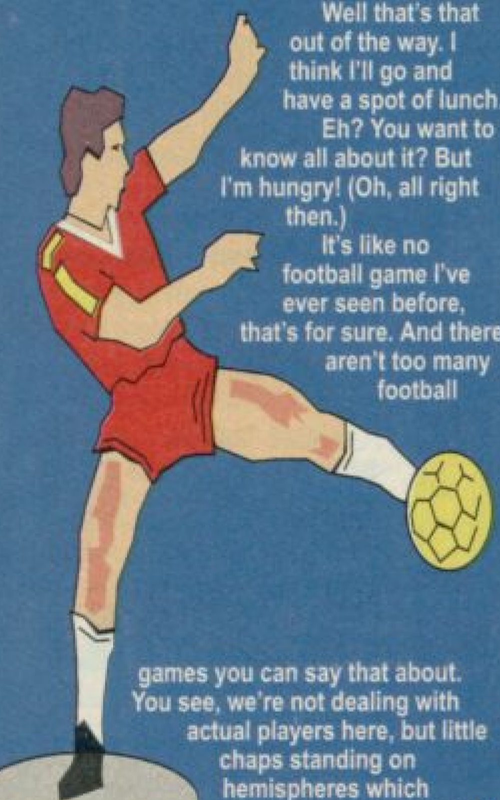


Jonathan I'm afraid that my knowledge of '*Subbuteo*' is limited to merely being aware of its existence, but ignorance has never stopped a *YS* reviewer before. A few quick questions round the office revealed that a) it's something to do with little footballers which you have to 'flick to kick' and b) the World Championship was on Channel 4 a few months ago. Anyway, the Spectrum version has arrived (minus instructions) so I'd better have a peek at it.

Hmm.

Well that's that out of the way. I think I'll go and have a spot of lunch. Eh? You want to know all about it? But I'm hungry! (Oh, all right then.)

It's like no football game I've ever seen before, that's for sure. And there aren't too many football games you can say that about. You see, we're not dealing with actual players here, but little chaps standing on hemispheres which wobble about but don't fall down (or are those Weebles?). Mind you, they're more like little red and blue blobs in the computer version, which reinforced my expectations of a pretty straight-forward footie game.



But then I played it. You see, in *Subbuteo* I'm afraid you can't just dive in and have your blobs zooming all over the place – it's all a bit too strategic for that. When it's your turn to play you've got to select a player and choose a direction to flick him in by moving a little cursor about. Having done that you've got to work out the strength of the flick and the 'swervyness' by watching these bar things go up and down and pressing Fire at the appropriate moment. Hopefully the player will then be sent wobbling towards the ball to hit it, sending it off in the right direction.



As you can see, I don't actually have any friends, so in two-player mode I had to play all by myself. (Wonder when all those girlies will start responding to my compo last issue.)

And here are my little, erm, blobs. (Intricate and detailed graphics are not really a great strong point of this game.)

Here's one of my other little blobs (a blue one this time). Er, doesn't that make Mr Redblobhead down on the right there off-side? (Or doesn't it work like that because this isn't actually 'real' football?) Who can tell?

Just in case you've forgotton what game you're playing, Electronic Zoo have provided some handy reminders. (What

SUBBUTEO

What happens next depends on a number of factors. Don't ask me what they are – I just know there are lots of them. I've made a sort of 'guess' at the rules, which seem to be as follows...

If you manage to hit the ball you've then got 'control' of it, and when the other player's turn comes around he's not allowed to touch it. All he can do is play a 'defensive flick' to put his blobs into a better position. You carry on kicking the ball until you do something wrong like missing it, kicking it off or committing a foul by hitting another blob (at which point the other player gets the option to send your blob back to where it started and takes control of the ball). There are all the usual free kicks, throw-ins and goal kicks, along with something called a 'positioning flick' which I couldn't quite get the hang of.

There's probably a bit more to it than that (things certainly didn't seem to follow this routine all the time), but I've worked it out as far as I can. There are a few options before you start, of course. You can play a single game, a league game or load in a league. You can also choose to play either another player or the computer. And that's about it really. Nothing too taxing.

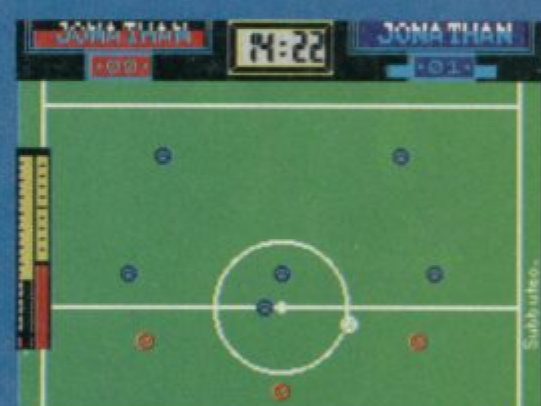
So what we've got is more of a 'ballistics' game than a footie one. To become proficient you need to get the hang of all the angles and things. Unfortunately, however, angles and things are the one thing the Speccy really knows lots about, so it tends to play every shot perfectly every time. It's sickening. So you're better off in two-player mode on the whole (at least then you'll actually get a go at flicking the ball yourself).

Although it's very much a thinking man's footie game, things tend to move at a pace that should satisfy most action fans once they've got the hang of the wacky flicking system. It's also quite slickly presented, although the little blobs don't give it a lot of scope for incredible graphics. And that's about it really (at least, that's about as much as I've understood).

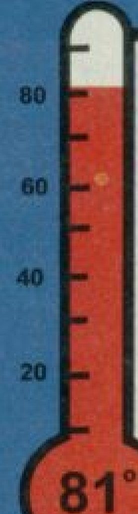


Look at that score! Hopeless, isn't it? (That's because both my teams are crap.)

I think it would be safe to say that this is a pretty accurate representation of *Subbuteo*. I haven't actually played the real thing, of course, but I enjoyed this so much I think I might go out and purchase a set. (Only kidding.)



Check out that power meter on the right – it tells you how powerful your 'flick' is and how it swerves (or something).



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
85°	65°	83°

DIAGNOSIS

A different but enjoyable approach to footie, and a funnier old game than most.

INSTANT APPEAL 75°

YS ADVE

IS IT A BIRD? IS IT A PLANE? IS IT A PAIR OF SOGGY Y-FRONTS? NO, IT'S THE SUPER-DOOPER SINCLAIR SPECIAL SOLUTIONS SPECTACULAR!!

Yes, folks, in response to no-one's demand but my own, here it is, for one month only, the Scintillating, Stupendous, Splendiferous Solutions Spectacular! I decided that since I've had so many letters begging help on certain adventures it was high time I sorted the lot of you out and printed solutions to some of the most popular and problematic. That way you can read the mag instead of writing to me, and I can get some peace and quiet and sneak away to my holiday home in Siberia and do a bit more work on my memoires.

So (cue trumpets, banjo and alpenhorn), on with the solutions...

But remember, reading a YS solution can seriously damage your adventure playing, so only read on if you really want to know...

NO MORE *AGATHA* AGONY

Nope, my little peanuts, no more scratching your heads and other parts *in agonizing frustration at* Agatha's Folly, *that whizzo game from Zenobi. Several hundred readers seem to have written in with questions on it, but thankfully a few have also sent in solutions. I'd like to thank all of them, but the most sensible solution would seem to be the one bunged in by* ***Jill 'Cuddles' Carter*** *from Sheffield. (So something good has come out of Yorkshire at last – apart from the road to Lancashire.)*

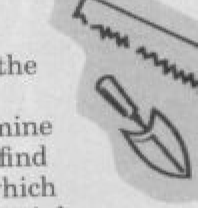


Here's Jill's solution to the first part of Agatha, and the second part will follow next month... if I remember... and if I feel like it... and if Jill's solved it by then!

AGATHA'S FOLLY PART THE FIRST

Jill's written her solution on a location-by-location basis, so here's what you need to do in the various places you'll come across. You may have to experiment a little to find out when some of the events happen, and in which order to visit the locations.

The dining room Examine the chair and sit on it to get the broken legs and wood.
Inside the car Open the glove compartment, examine it and get the house details.
Living room (east end) Examine the fireplace, get the bellows, examine the mantelpiece and get the key-ring.
On the drive Open the boot, search it, and get the duster and flask of coffee.
The porch Meet the delivery boy and take the groceries. Later, meet the estate agent, open the envelope and take the key (for the cellar). Later still, meet the neighbour for a chat.
Entrance hall Examine the stairs to find a cupboard, open and examine the cupboard to find the boat and notepad. Read the pad and then leave it.
The study Dust the desk to find the release button, then press it and open the drawer. Search the drawer to find the journal.



Kitchen Examine the window to find the hairgrip, which falls behind the sink. Tear the cardboard box into strips and get the grip with one of the strips.
Garden path Get the flat rock.
The bathroom Examine the bath to find the sponge, then wet the sponge.
Small bedroom Examine the sampler to decipher the alphabet, then examine the wallpaper to discover some scribbles and scrape the wallpaper with the rock.
Large bedroom Examine the alcove, stand on the bed, examine the beams then examine the hole to find the parchment.
Outside the mill house Examine the bushes to find a gap and go through the bushes.
By the stream Remove the debris from the stream.
Inside the house Pick the lock with the grip, insert the post in the hole (see *The back garden*) then pull the post to get the generator going.
Store room Examine the bench to find a saw, then look under the bench to find a trowel.
The back garden Examine the bushes to find a gatepost, then saw the post for use with the generator.
The pantry Open the door with the large key left by the estate agent, and enter the cellar after you've started the generator. Dust the cobwebs to find a switch. Press the switch to turn the light on in the cellar.
The cellar Get the stool.
The landing Examine the ceiling, then drop the stool and stand on it.
On the stool Open the door.
The attic Examine the rafters to find the string and untie it. Feel the chest to find the release button, examine the chest to find the book and the picture. Examine both of



NTURES

by MIKE GERRARD



these to find the code TRANS FAYLE.

Edge of lake Inflate the boat with the bellows.

On the lake Tie the chair legs to the wood to make some oars.

Inside the folly Examine the leaves, dig the leaves with the trowel, stand on the crystal and then say "TRANS FAYLE".

NO MORE LABOURS FOR *HERCULES*

***One of the toughest titles on the popular* Best Of The Indies *tape, that six-pack** of adventures produced exclusively for* YS *by Zenobi Software, is undootedly* The Labours Of Hercules. *Written by* **Terry Taylor**, *it's a right tittle terror. But no more. Help is at hand, in this official help-sheet produced by the author in person....*

General Tips

• The various labours can only be done in order, ie once instructed by Eurystheus, as it's only then that the creatures and features are created. There are just two exceptions...
1) The Hydra, which is always there (until it's deaded) and could be attempted before the lion.
2) Hippolyta's Girdle, which is always in place, though it can't be taken until you've been told to do so.

• HELP is given in many places, but generally only where the program's had to change things a little from the original legends. If you get the general response "Brush up on your mythology" it probably means that a bit of research into the myths will work wonders.

The Mazes

Swamp Just a case of finding a safe way through.

Forest Can be mapped by the usual method of dropping items to mark your movements.

Labyrynth A standard maze but made harder to map because after eight moves the Minotaur always attacks.

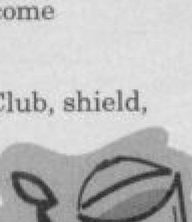
Ocean The best of luck. Cannot be mapped by dropping objects as they sink without trace and are lost forever.

Hunger First pangs felt after 400 moves, and can only be staved off by food from the tables. Food can only be obtained after the sixth labour, the killing of the Stymphalian Birds, so choose your moves carefully! Other items of food in the game can be eaten, but won't affect the hunger pangs. You can eat the cake, but if you do then the final labour can't be completed.

Cold Will kill you if you're not wearing the necessary garment.

The Torch If it shows signs of going out, simply EXTINGUISH TORCH. If the warning's ignored then the torch will burn out completely and, as it cannot be replaced, the final task will become impossible.

Red Herrings Club, shield, bucket, lute, raw flesh, fruit and cheese.



Swearing If you feel moved to utter a curse then be warned – you might regret it later!

The Nemean Lion

Items needed – knife.

The lion's hide is impervious to all weapons, so to kill it Hercules must STRANGLE LION. Once it's been killed, you can return the body to Eurystheus whereupon you're told your next task, but you will never progress beyond the fourth labour. First you must use your knife to SKIN LION, and then return to Mycenae and GIVE CARCASS to Eurystheus.

The Lernean Hydra

Items needed – twigs, string, rag, bow, arrows, sword.

The Hydra cannot be killed while it's in the cave, but clues to its downfall can be had by typing HELP at the Spring of Amymone. There are two clues, which come up when HELP is typed.



First collect all the required items, then go to the home of Pholus the Centaur. TIE TWIGS (with the string) to make a torch. TIE RAG (with string) round the shaft of an arrow. LIGHT TORCH — which can only be done in Pholus's hut where the fire is burning.

Now go to the Spring of Amymone and LIGHT RAG (with the burning torch) to create a blazing arrow. If you now FIRE ARROW into the cave (with the bow), this will cause the Hydra to leave and you can use your sword to CHOP HEAD. This creates the Hydra head, the object of your task, but you must leave this alone as you only have one move before the Hydra sprouts new heads and attacks. For that move you must BURN NECK, thereby preventing other heads from growing.

Before leaving, collect the horn from the cave (which can only be taken once the Hydra has been killed), and DIP ARROWS in the Hydra's blood (which is deadly poison), as you'll need these for later. Now return to Mycenae and GIVE HEAD to Eurystheus.

The Cerynitian Stag

Items needed – net, rope.

The stag cannot be captured where it is first encountered in the forest, and the clue to its capture is in the location description of the forest clearing, where you are told that the grass is well-grazed – a hint that the stag comes here. Climb the tree and ask for HELP, then WAIT three times and the stag will appear below in the clearing. If you climb down, the stag will be there but still cannot be taken, and if you climb back up then

the stag wanders off... but will return if you WAIT three more times.

From the branches of the tree you must DROP NET onto the stag underneath, and if you now go down you will find the stag trapped in the net. You have a further three moves before the stag breaks free and attacks you, but there is a further HELP response at this point. You must TIE STAG with the rope to immobilise it.

Upon giving the stag to Eurystheus you will be instructed to return it to its rightful owner. As it is sacred to Artemis, go to her temple and either PUT STAG on the altar or OFFER STAG to be told the next task.

The Erymanthian Boar
Items needed – lion skin, net.
To reach the mountains you need to cross the river Alpheus. Examining the tree on the river bank will reveal that it is 30 metres high... and the river is only 20 metres wide. This is a clue. However, you cannot fell the tree with the axe as this blunts the axe and you need to keep hold of it for later on, so type HELP for a further clue and just PUSH TREE, then CROSS RIVER.

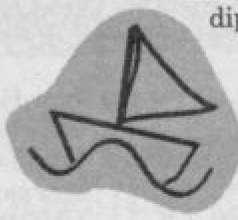
In the boar's den, HELP is again given. CHASE BOAR, then follow it, and repeat this process until it gets trapped in the snow.

You now have three moves before it recovers and attacks. HELP may be useful here. THROW NET over the boar to catch it. On entering the snowline in the mountains you will start to feel a bit chilly – if you don't have the lion skin to wear at this point, then tough luck! If you do, you can safely return to Mycenae and give the boar to Eurystheus.

The Augeian Stables
Items needed – spade.
Upon entering Elis, you'll be told that you have one day to clean out the stables, which works out at 24 moves. There are countdowns at 12 and three hours to go. Trying to remove the filth from the stables with the spade alone will prove useless. Go to the narrow piece of land between the river and the valley and DIG three times to breach the river bank. Collect what has been unearthed in the stables and return to Mycenae.

The Stymphalian Birds
Items needed – cymbals, bow, poison-tipped arrows.
The birds terrorised the area around Stymphalus, and had to be appeased by offerings of food, hence the tables, food and wine. This, however, cannot be taken until the birds have been killed.

First the birds must be frightened out of their caves, so BANG CYMBALS. To kill them, SHOOT BIRDS with the bow and the poisoned arrows (the arrows will have no effect until you've dipped them in the blood of the Hydra). Now you can take the dead bird to Eurystheus.



The Cretan Bull
Items needed – lyre.
Travel to Crete and negotiate the Labyrynth maze to find the bull. The Labyrynth and the Minotaur are purely barriers to reaching the bull, and the Minotaur cannot be killed — after all, it was Theseus who did that, not Hercules! When the bull has been found, HELP gives a clue to its capture. You must PLAY LYRE to tame it, then take it back to Mycenae.

The Mare Of Diomedes
Items needed – axe, saddle.
Trying to take the mare straightaway will result in you being attacked by its owner, so it's probably handy to dispose of him first. If you're carrying the axe just KILL DIOMEDES (for it is he).

At the corral, HELP gives you a clue as to how to pacify the mare. However, feeding the raw flesh to the mare will not help, as this is just a red herring (and you thought it was raw flesh). What you have to do is take the dead body of Diomedes and FEED MARE with this. Then, if you have the saddle, you can RIDE MARE all the way back to Mycenae.

The Girdle Of Hippolyta
Items needed – none.
When you leave the boat you're immediately attacked by Amazons, and will awake to find yourself tied to a post. To escape, just SNAP VINES. Although the girdle is clearly in sight in the hut of the queen, attempting to take it will only result in you being tied up again (or possibly worse)!

Go to the bushes near the village, ask for HELP and then WAIT. Once night has fallen, it's safe to re-enter the hut and merely pick up the girdle from where it lies. You can then return it to Eurystheus.

The Ox Of Geryon
Items needed – trident, spade, rope.
As with the mare, you must dispose of the ox's guardian before it can be taken. HELP gives a clue to his undoing – THROW TRIDENT to kill him. HELP then gives a further clue to capturing the ox itself.

Go to the area of soft ground and DIG a pit. Then return and CHASE OX into the pit. If you chase the ox before you've dug the pit it just runs round in circles! Once it's in the pit, you have three moves before it recovers and attacks again, so try HELP for one of those moves. Then TIE OX with the rope to immobilise it, and take it back to Eurystheus.

The Apples Of The Hesperides
Items needed – trident, javelin.
When first visiting Nereus, he won't divulge the whereabouts of the apples until you return to him what is his. This is the trident. So, if you forgot to pick it up after visiting Geryon, you'd better go back and get it!

Now GIVE TRIDENT to Nereus to be given the directions in return.

From the ocean location which 'stretches for miles to the west', go west to the Garden of the Hesperides (a route which only opens up after Nereus parts with his secret). To pass the dragon, simply THROW JAVELIN. Now you can get the apples and return them to Eurystheus.



The Capture Of The Cerberus
Items needed – torch, wine, obolus, horn, cymbals, cake.
In the hut of Pholus, GIVE WINE to obtain the obolus. Make sure the torch is lit and then head for the base of Cape Taenarum. PUSH BOULDER to enter Hades.

At the bank of the River Acheron, HELP is at hand. BLOW HORN to summon the ferryman, then PAY CHARON to cross. When confronted by Cerberus, HELP will refer you to the goddess Athene, so return to her temple and either PUT CYMBALS on the altar or OFFER CYMBALS (EXAMINE CYMBALS tells you that they're hers). She will give you a tip on Cerberus's weak spot.

Return to the underworld and GIVE CAKE to Cerberus to make him sleepy. Take the sleeping Cerberus to Eurystheus, who will tell you to return him to his rightful place. Again return to his cave and DROP CERBERUS.

And there you go! You've finished the game!

HELP FOR THE RETARDED

No-one's yet come up with the full definitive solution to Zenobi Software's mega-*stomper,* Retarded Creatures And Caverns *– which I guess helps justify its mega-stomper status. To perplex even more people, the adventure's also included on* The Best Of The Indies *compilation tape, so to shed a little light on the darkness, here are some clues handed out by the writer of the game,* ***John 'Retarded' Wilson****...*

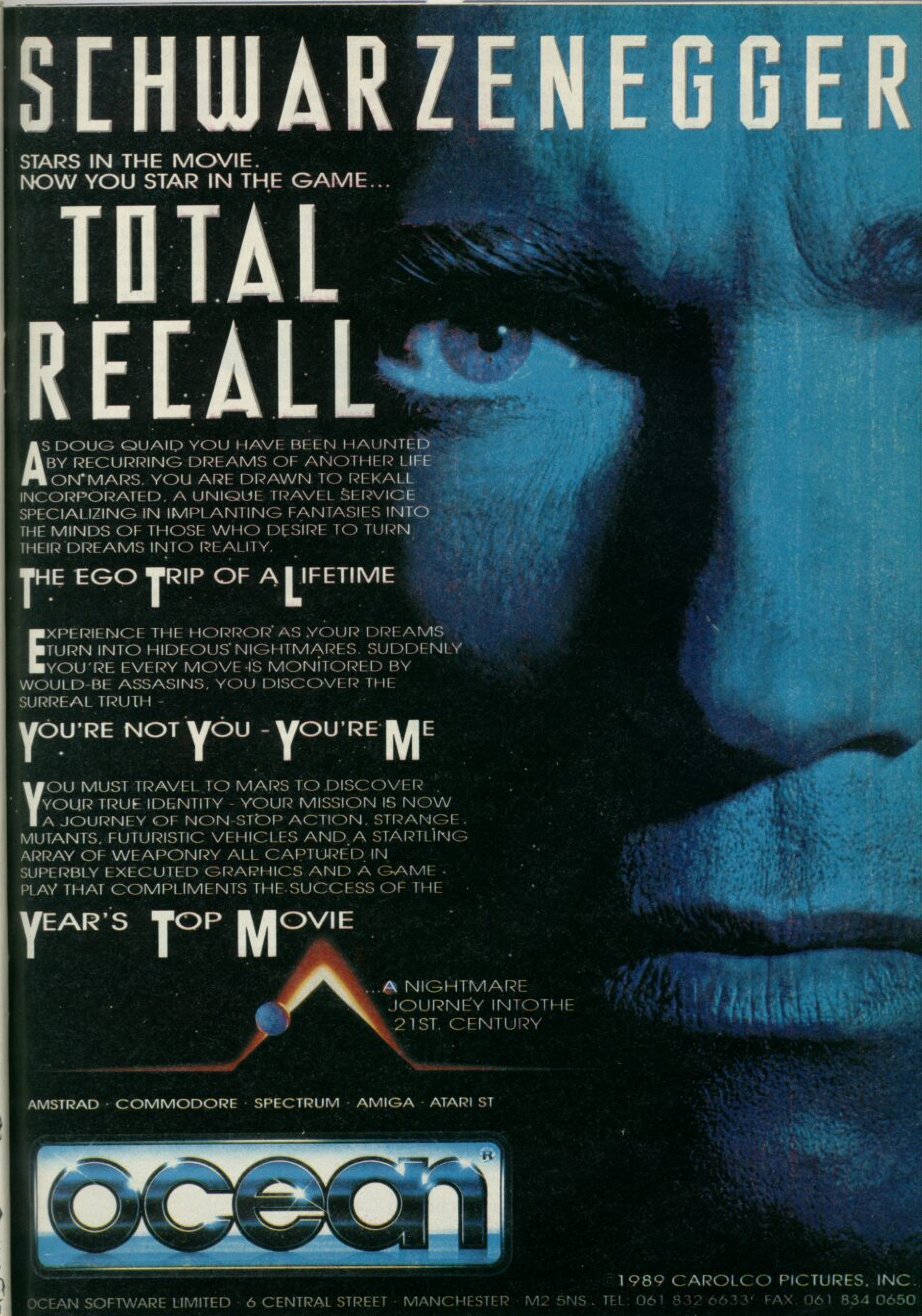
Chunk Of Stone Examine the door to learn of the stonework and examine the stonework to learn of the loose chunk of stone, which you can then remove or take.

Lintel Examine the lintel above the door to discover the lichen, then REMOVE LICHEN. You can rub either the lichen or the lintel to reveal an inscription, which you should note down. There is a random element built into the game here, so if the spiders attack you just try again until you manage to remove the lichen.

Inscription Read this to learn how to open the door, and read the name to learn who the head stone mason was. The missing words are TAIL and ASS.

Scraper Examine the scraper to learn what it looks like, and then lift the tail to open the door. You need to be able to keep the tail raised in order to keep the door open, so use the chunk of stone to wedge it up.

Door With the tail wedged, the door will remain open. However, you can't enter the castle unless your boots are clean so scrape your boots on the scraper to clean them, but


SCHWARZENEGGER
STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...
TOTAL
RECALL
AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.
THE EGO TRIP OF A LIFETIME
EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS, YOU DISCOVER THE SURREAL TRUTH -
YOU'RE NOT YOU - YOU'RE ME
YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE
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make sure you do this before you wedge the stone under the tail otherwise you will knock the stone into the moat.

Tentacle There are three ways to get past the tentacle, by saying ALGY, FRIEND or BULBO, but only BULBO is correct.

Ante-Chamber Once inside the castle you will need to search the chamber to locate the small handle set into the wall. Now examine the handle to learn of its use.

Worn If you type the word 'WORN', you'll be told exactly what Algy is wearing at that moment, which is something you'll want to know when you need some...

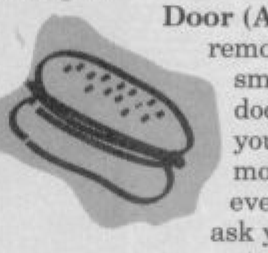
String To unravel the vest.

Handle To open the secret door(s) in the ante-chamber, you need to pull the handle. Be careful if the dragon is still present, as the noise annoys him. However, if you stand well back when you do it then you should be okay. The way to do this is to tie the string to the handle and then pull the string.

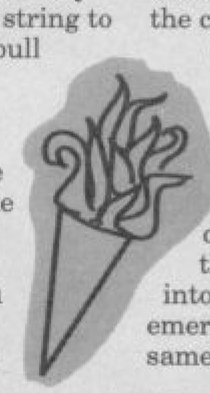
Dark Places If you need a torch, examine the wall on the outside of the castle – there are two there at the start of the game. You forgot to do it? Oh deary me, you'll have to go back!

Rubbish Examine the rubbish to learn what it is, then search it a number of times to reveal several items.

Dragon The only way to get rid of it is with the help of some other person. However, you can send it to sleep for a while by feeding it the burger. When it's asleep you can pass into the tunnel in the west wall, but he'll wake up after 25-30 moves so you'd better plan your campaign well.



Pouch Examine it to learn about the writing, then read the writing to learn of its use. Now look into the pouch to learn an interesting fact, and climb in the pouch. Once inside, you've only got a pitiful six moves to find what you're looking for before someone comes along and steals the pouch with you inside it, so FEEL EAST to locate the small chest and take the chest before climbing out of the pouch. Make sure you're not carrying more than one item when you're in the pouch or you won't be able to pick up the chest. You don't need to be carrying the pouch in order to climb into it, and you'll always emerge from the pouch in the same location where you climbed into it.



Chest Unfortunately for you, the chest is locked. You will therefore need to smash it open with the chunk of stone, so return to the scraper, remove the stone and smash the chest. This reduces it to dust which blows away in the breeze, leaving a brass key behind.

Door (Again) Having removed the stone to smash the chest, the door will slam shut. If you wait a few moments an elf should eventually turn up and ask you a question, the answer to which is the name you can read on the lintel, so just SAY NARDO when he asks.

Eagle If you examine the eagle when you first meet him, you'll learn of the ball and chain and the small box. Examine the ball and chain to discover what keeps it in place, then simply unlock the padlock with the brass key. The eagle will now leave, giving you the box as it does so.

Box If you examine the box you'll learn about the button in the middle of it, but pressing the button won't do much at the moment.

Examine the aerial to learn that you need to extend it. Extend the aerial then press the button to meet a helpful stranger. When he leaves, press the button again and he should return in the company of an old friend. Now, providing you haven't damaged his precious boots alomg the way, he'll dispose of the dragon for you.

Gold Once the dragon has gone just take the gold, or as much of it as you can carry, then pull the handle in the wall to open the secret door in the north wall. Why, you may ask? Well, if you supplied the tentacle with the one correct answer earlier on, then this is where you will find what he gives you. After the elf steals anything he always leaves it in the alcove through the door in the north wall.

The End In order to leave the castle after the dragon has gone, you need to open the door again, so simply KICK DOOR. Now, provided you have the gold and the item that the tentacle first gave you, just head south through the door.

Notes Once the dragon wakes up from his snooze again you will be unable to go through the tunnel in the west wall, so make sure you have the key *before* you feed him. Do not attempt to kick anything, nor steal the gold, or your boots will get damaged and Bulbo will bring the whole thing to a halt when he sees them, prior to him disposing of the dragon.

COMPASS POINTERS

Since I featured the Demon From The Darkside *trilogy in a special offer a few months back I've had rather a lot of letters about various Compass Software adventures. Help! That's the general gist of the questions. Well, I've already helped on* Demon *itself, thanks to that awfully nice Jim Magee chappie and his amazing alphabetical solutions, so here are the other two games in the trilogy –* The Golden Mask *and* The Devil's Hand. *These are the official solutions as provided by the author of the games, so if you've any complaints, comments or criticisms you know where you can go! (That's right, to Compass Software, natch.)*

WARNING: Reading a *YS* solution can seriously damage your adventure playing, so only read on if you really want to know...

THE GOLDEN MASK – *UNMASKED*

From The Start Go west, get Wise, examine the body, get the hood and the bottle, examine the bottle and break it. Wear the hood, get the cork, go east twice, examine the statue, read the symbols and SAY MECLA. Get the torch and the teleport spell, examine the spell then go west and south-east...

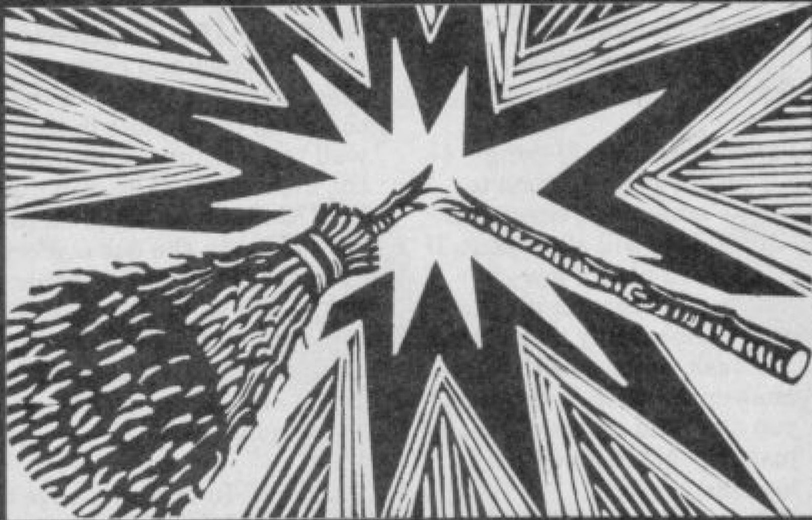
To The Lake Go up twice, climb the tree, examine the branch and the hole and enter. Go south-east, get the flint, examine it and use it to light the torch, then drop the flint and go south, west and south to...

The Village Of Gorrath Examine the boat, try to enter it, repair it, enter it again and use the VOCAB command to reveal that you should CROSS LAKE. Go west, climb out, go west and north-west, unlock the door then break it, go east twice, examine the cross and pull it, open the door and enter, get the sapphire and the key and examine the sapphire. (NOTE – If you want to examine the body, be sure to save your game before you do so.)

To The Bell Tower Go out then west twice, unlock the door, drop the key, try to enter, open the door and *then* try to enter. Go north, get the knife and examine it, go south, up three times, east, get the rope, examine the bells, pull the rope and examine Drakon. (NOTE – You are wearing the demon hood.) Go west, down three times, south, south-east, east, enter the boat, cross the lake, climb out, north, east, north, north-west, up then down three times to...

The Forest Go north-west, north-east, climb the tree, get the life spell and examine it, go down, east twice, south, get the stone and examine it. Go north, south-east, examine the rocks and enter. Get Sid, go out, then south, east, south-east and examine the giant. (NOTE – You can feed Sid to the giant, if you want to try it.) Cast the life spell, call Sid, go south-east and examine the ground for a clue. Drop the stone, the torch and the knife, then go north-west and north-east.

Stodge The Dwarf Go north, examine the window, examine Stodge, get the sword, go south, east, north, examine the ledge and throw the rope.



Over The Mountains Climb the rope, go east, get the toad and examine it, go south, east, examine the bridge and travel across it. Go down twice, north-east, west, examine the stream, get the axe and go east twice.

Through The Caves Go east twice, and remember that the demon hood kills demons. Go east two more times, kill the troll, east, south-east, east, south-east, enter the tomb, get the water and examine it, then drink it. Drop the jar (and note that without water you would die after a certain number of moves). Then go out, north-west, north-east, south, get the crystal and examine it for a clue, then drop it. Examine the figure, go south-east, try to enter the shack, kill the demons, enter the shack and go west.

Kill The Witch Examine the panel and push it, get the stick and examine it. STORE your game in memory, throw the stick for a clue then RECALL your saved game. Enter, go south, down and north, break the broom and throw the toad, examine the ground for a clue and cast the teleport spell.

The Labyrynth Get the stone, the torch and the knife, drop the sword, examine the ground and dig. Examine the hole and enter the tunnel (which would be dark if you weren't carrying the torch). Go south-east, south, west, drop the axe, examine the door and break it, then open the door, ask Sid to drop the stick, go north and then west.

Ogre And The Wall Go north-east and examine the ogre for a clue. Then examine the wall, throw the stone, examine the wall again, enter the tunnel, examine the knife, stab the ogre, enter the tunnel, drop the sapphire, enter again, get the scroll, examine the figure and read the scroll for a clue. Go out, get the sapphire, go south-west, east and south.

Medusa And The Mask Get the stick and the axe, break the door (twice), go west and examine the man. Go east, examine the force field and the arm, get the mask, examine the hand and break the hand. STORE your position, then try to get the mask for a clue, then RECALL your position again. Examine the mask, read the scroll, throw the stick, get the mask, go east, call Sid, say ZARON, go east, cast the teleport spell, enter the boat, cross the lake and climb out. (Note that if you stay too long in the cave Medusa wakes up and turns you to stone.)

Drakon And Victory Go west, north-west, enter, go up three times, go east and pull the rope. THE END, and a score of 100%.... hopefully. (NOTE – if you do feed Sid to the giant then obviously he can't help you later on, and the same goes for Wise the owl.)

THE DEVILISHLY DIFFICULT... *DEVIL'S HAND*

At The Sea Wall Go south, fight the troll, go down, close the door, east, get the gold, examine, wake the dwarf and ask him to follow you. Then go west, open the door, go up, north-west, north, get the flask and examine it, go north, climb the wall, go down and get the rope.

The Island And The Orc Swim, east (Gruff is a coward!), push the orc, go down, get the sword, examine the crack, examine the ogre and give the gold... if you want to stay alive. Go north-west, north three times, examine the flower, east, examine the spring, fill the flask, west, give water, go east, fill the flask again, west, get the key, north and examine the hogshead for some clues. Give the water to get some information, then go south, east, fill the flask, west, north and north-west.

Meet The Giant Tell Gruff to stay (otherwise he will run away when he hears the giant), then examine the hook, tie the rope, go down, south-west, get the stone and examine it, north-east, up, tell Gruff to follow you then go down and south-west.

In A Demon Cave Tell the giant to follow you, then go north-east, west, examine the boulder, get the charcoal, west, examine the demon, examine the tree then climb it, get the tooth, go down, south, examine the demon again, give the tooth and go south.

The Gas Pit And The Orc Go south, tell Gruff to stay (otherwise the gas will kill him), use the charcoal, go down, examine the gash, get the torch, go up, examine the crack, light the torch, examine the orc, search the orc, get the shield, get the cloak, tell the dwarf to follow you, then go north.

The Giant And The Orcs Fight For Wise Tell the giant to follow you, go south-east and south, examine the footprints and tell Stride to stay (or else the orcs would hear him coming and give a warning to hogshead). Go south twice then north twice then south twice again. Examine the chest and unlock it, drop the key and examine the chest again. Get the egg and break it, get Wise and examine it, then go north twice.

To The Spider's Cave Tell the giant to follow you, go north, north-west, north, east and tell the giant to follow you again. Go east, south-west, east and south, then examine the boulder and tell Gruff to stay (or else the spider would kill him). Push the boulder (without the torch it would be dark), examine the web, get the grit, go north, type GRIT, drink the water then ask both the dwarf and the giant to follow you (separate inputs).

To The Swamp West, give the shield, go south, examine the door and break it down (otherwise the giant cannot get through), go south.

Through The Swamp Go north (without Wise you would die), north again, tell the giant to follow you, go north, east and north-east (anywhere but north-east on that last input and you get lost forever).

Fight The Orc Army If you're wearing the cloak the orc walks away, otherwise kill the orc, north, west, examine the orc, STORE (just in case), north, kill Drakon, take the staff, kill the orc, south, kill the orc and go east.

Spiders, Drakon And The Wizard's Tower Type GRIT (otherwise the spiders kill you), examine the bridge, go east, type GRIT, get the staff and break it, look, go east and.... victory! (NOTE – Without the dwarf you'll be unable to kill Drakon, although you could still get up to that point in the game.)

THE 1990 ATARI ST PRODUCT GUIDE

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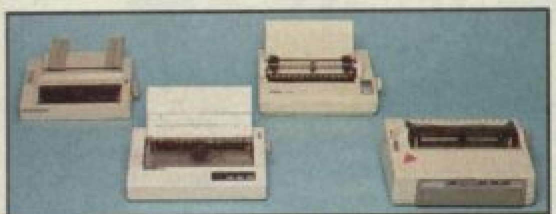
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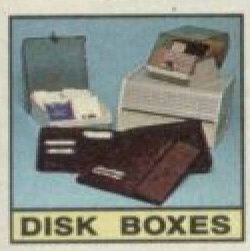
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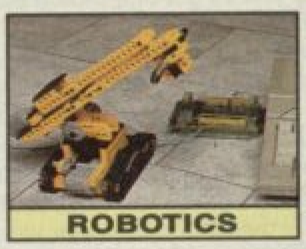
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That's right, folks! It's three times hurrah for the long-awaited return of the fabbiest coin-op corner in the Speccyverse! DAVID WILSON's our peep with the pennies...

S·L·O·T·S O·F FUN

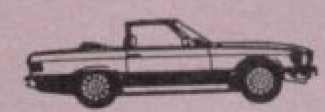
FINAL FIGHT
Capcom

Here's yet another one of those horizontally-scrolling beat-'em-ups. You know the ones – damsel gets captured by huge gang of New York thugs and boyfriend chum and father (this one a passable Hulk Hogan lookalike) set out to rescue her. Still, unoriginal as it may be, *Final Fight* is a pretty state-of-the-art multiplayer of the first order.

The damsel in this case is actually the mayor's daughter, and she's been kidnapped by a gang with the unlikely name of 'Mad Gears'. It seems they're unhappy with the way he's been running things (ie not turning a blind eye to their illegal doings) and are out to teach him a lesson. Hence capturing his daughter (and hence you and up to two friends setting out to rescue her).

The heroes seem to be a bit more into wrestling moves as opposed to the usual kung fu fare this time around, though the usual bonuses like smashing crates to release hidden piping and knives (*Double Dragon*-style) are still to be found. Add huge and nicely-animated sprites, some gruesome noises and brilliant graphic touches (like the way the tube train shakes as you battle your way through the passengers) and you've got a bit of a stompin' arcade hit on your hands! US Gold have the Capcom conversions cornered but they've no plans to convert *Final Fight* at the moment. (Doesn't mean it won't happen though.)

Overall – 88°
Convertibility Factor – 8



Good conversion material, but I suspect most of the touches that make the arcade special wouldn't make it to the Speccy.



Er, apologies for the blur. It's the super-realistic tube train shake, you see.

DAVEY'S CORKY COIN-OP
LIQUID KIDS
Taito

Good old Taito, they know when they're onto a good thing, don't they? Not at all like, say, the New Kids, who find they're rather successful with jaunty pop songs so suddenly stop doing jaunty pop songs and start doing crap ballady things instead (the poofs).

Ahem. But I digress. What I'm trying to say is that Taito, who brought us the brilliant *New Zealand Story* and the rather corking *Rainbow Islands*, are currently storming the arcades with yet another cutsie platform-and-ladders extravaganza. And it's a goodie. Hurrah!

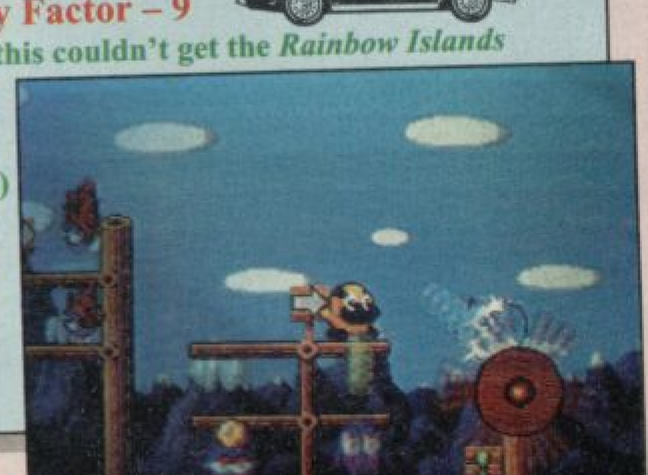
Liquid Kids has the cutest of cute heroes, Hippopo (a sort of cross between a hippo and a puppy), who's off on the usual sort of quest to try and rescue his chick/generally right wrongs etc. Only trouble is, all he's got to help him is this big blobby bubble of water. Gad! Not much to spank the 'naughties' with, is it, Slot-chums? *(Watch out! He's slipping into cutesy speak! Ed)* But (but! But!) it's not as bad as it sounds! This water bubble is magical, you see – not only does it replenish itself, it also turns baddies into water statues which you can then walk through to finish off!

The actual gameplay and platform maze is reminiscent of *NZ Story* (and there's nothing wrong with that in my book) as Hippopo battles his way up, down, round and all over the shop, sloshing naughties and slurping huge slices of cake and all manner of goodies to keep him going. Graphically luverly-wuverly and rather Mr Super-surrealhead at times, it's – oh no, I'm lapsing into baby talk! I think I've caught terminal cutesytisis!

Overall – 90°
Convertibility Factor – 9



No reason why this couldn't get the *Rainbow Islands* treatment and be just as super massivey-wassivey (ahem) on the Speccy!



Since when did hippos sport bushy, black moustaches, eh? (Weird!)

MERCS
Capcom

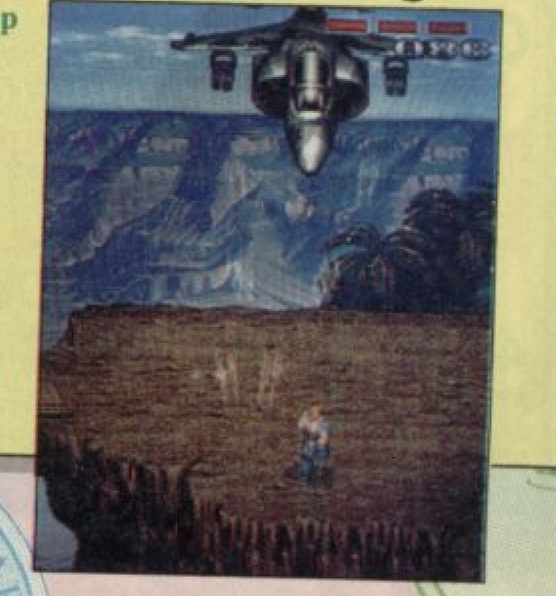
There's nothing original about *Mercs*, but it's certainly a state-of-the-art treatment of a familiar theme. (Hello? I seem to be having a bit of deja vu.) Yep, and it's Capcom who are responsible again. This time it's an overhead viewpoint vertical-scrolling shoot-'em-up that owes a great deal to *Ikari Warriors* (which owed a great deal to *Commando*). Still, ignore the unoriginality and you've got one mutha of a three-player simultaneous massacre.

By the way, the Mercs of the title aren't three luxury German saloon cars – oh no, they're three battle-tested wall-to-wall muscle mercenaries out to wreak havoc upon some unsuspecting South American regime. Huge realistic sprites of Black Hawk helicopters and Harrier jump-jets add to the fun of destroying houses, killing battle jeep drivers and then pinching them for yourself and so on. Oh, and watch out for the huge grenade explosions – guaranteed to clear whole screens! Unoriginal but great fun.

Overall – 85°
Convertibility Factor – 8



A mega blast-'em-up ripe for conversion.

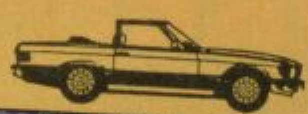


Oi! What's your game, matey? (Lumme, these grumpy farmers, eh? All I wanted to do was admire the view and have a quiet picnic!) I warn you – I'm going to send a letter of complaint to the Ramblers Association if you don't stop that! Ouch!!

MEGA TWINS
Capcom

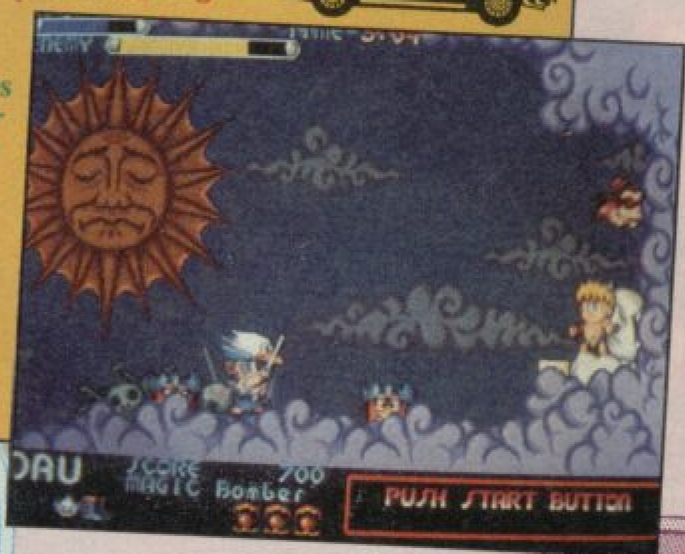
Oh no, it's another cutesy platform game, liable to produce a plethora of baby talk in me as soon as I start playing it! Or at least, it would if it was any good – as this rather pales in comparison with *Liquid Kids* I think I can probably resist the temptation. Again, as seems to be the case with so many Capcom titles, *Mega Twins* scores low in the originality stakes.

A fantasy world has fallen victim to the forces of darkness and the ruling king and queen have been 'topped'. Their offspring, the twins of the title, set out at the tender and impressionable age of 15 to avenge their folks' untimely passing. It probably goes without saying that this affords you some simultaneous two-player bashing of baddies, opening of chests and cutesy platform romping. There are four world settings, each representing the different elements – Earth, Wind and Fire and, er.. the other one. *(Water. Ed)* Nothing we haven't seen before, and not as good as many. (*Willow*, for instance, springs to mind.)



Overall – 70°
Convertibility Factor – 8

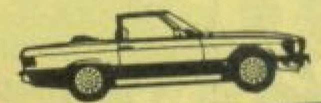
Good two-player cutesy platform games are few and far between on the Speccy. Maybe this could be better there than in the arcade.



The sun doesn't seem too excited by the gameplay either.

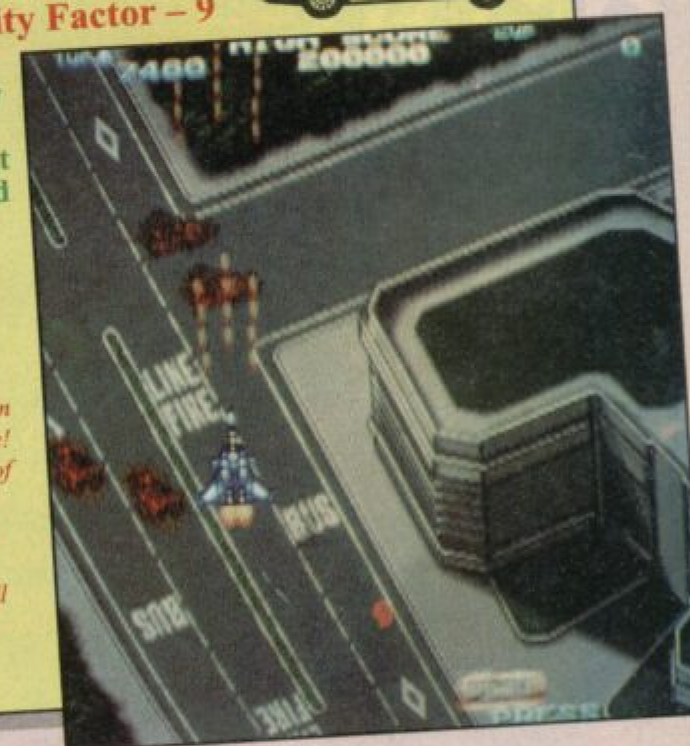
VAPOUR TRAIL
Data East

This one's another vertical-scrolling shoot-'em-up, but this time of the airborne variety. Pilot one of three Stealth-type Carlos Fandango super-fighters in an up-screen journey blasting trains, planes and automobiles over city, desert, jungle, sea and sky – you know the drill. Occasionally you'll see a fat mothership plane as a big mid-level nasty and be able to collect loads of bonus power-ups like multi-shots, lasers, energy and fireballs. It's fast, exhilarating fun, but, though popular, it's not the best plane shoot-'em-up around by a long chalk. If vertical shoot-'em-ups are your bag then perhaps you'll like it, but personally I'm not convinced by overhead-view flight games. I'd rather spend my money on the brilliant *G-Loc* any day.



Overall – 72°
Convertibility Factor – 9

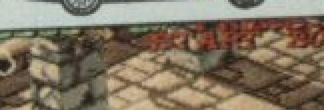
Probably a relatively easy conversion, but I wouldn't get too excited by the prospect.



Well, here's a fool-proof idea for alleviating traffic congestion if ever I saw one! (Okay, fool-proof if you casually ignore the fact that Cecil Parkinson's still our Transport Secretary.)

DARK SEAL
Data East

So what are the arcades full of at the moment? That's right, horizontal punch-'em-ups, vertically-scrolling helicopter plane blast-'em-ups, cutesy platform games, and what else? Oh yes, *Dungeons And Dragons*-style multiplayer multi-scrollers. And, speak of the devil, that's what we've got here – an up-to-four-players 3D isometric dungeon romp. A single player probably won't last as long but does have the choice of which of the four wizard types he wishes to play. Each of course has different strengths and weaknesses (and one's a gurl). Killing baddies increases your magic power and when this reaches a certain level, you can use it to transform yourself into a super creature – a gorgon for example. In the meantime you've got squillions of excellent *D&D*-type adversaries to battle. Mind you, here's the rub. Because of the 3D isometric business you can only shoot in the eight joystick directions. In other words, if baddies refuse to conveniently stand in a straight diagonal line from you (and they won't) then wasting them is trickier than the Times Prize Crossword. Ho hum. Duff control system, but good gameplay, graphics and creature sprites.



Overall – 78°
Convertibility Factor – 8

Is there room for another 3D isometric dungeon game (especially as *Golden Axe* is about to get there first)?



Oh goody – barbie time! Right, who's got the marshmallows?

ARCADE NEWS

Ah me! There's slots and slots more fun to be had in the arcades, so here are some of the other things you could spend your pennies on. Somewhat missing the *Moonwalker* boat (but probably counting its blessings because of it), is Taito's *Michael Jackson* arcade game. You won't be able to miss its huge screen monitor and low sit-down controls bit, that's for sure. There's another Taito title with a conspicious cabinet around at the moment too – *Battle Shark*. It's a tried-and-tested *Op Wolf*-style shoot-'em-up, but adopts one of the few remaining twists. This time you're in a mini sub/patrol boat thing shooting subs, undersea bases and Jacques Cousteau marine biologists *(Are you sure about that last one? Ed)*, and ships, helicopters and jets on the surface. Horizontal beat-'em-ups abound too, with the likes of *Combatribes*, a Techmo mulitplayer signed by the Sales Curve's own label, Storm (along with Taito's boxing title *Final Blow*). That's doing pretty well too.

So, rather a dearth of originality all in all. Still, who knows what'll start appearing over the next few months? You will, if you stay tuned to *YS* and Slots Of Fun!

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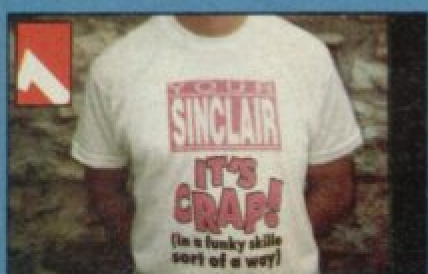
4 *Nightbreed*

Fancy a bit of 'nightbreeding'? (Oo-er.) Then there's only one game for you. Ocean's spooky blockbuster is that game, with all its flashy, colourful graphics, wall-to-wall baddies and enormous number of screens. Give those baddies one from us!

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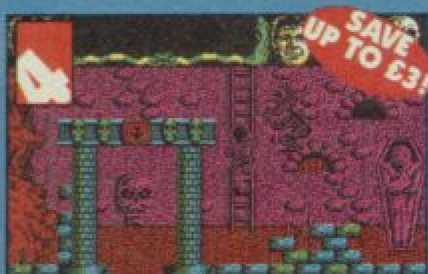
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Believe it or not (and you'd better believe it really), Christmas is almost upon us once again. And that means PREZZIES! Hurrah! So how about adding a few hip 'n' happening *YS* goodies to your list, eh? Whether you're buying for the family or putting in a personal request to Santa, they're guaranteed to go down a treat every time. (And that's a promise!)

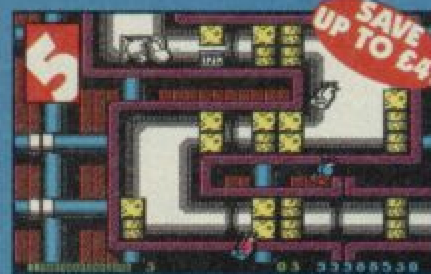




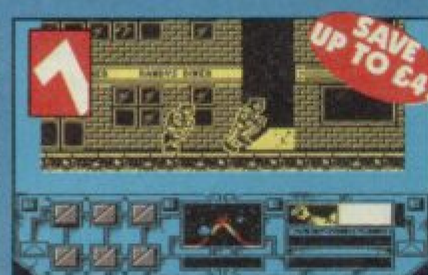




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1989

37 JAN Awesome pull-out maps book, and *Movie* for FREE! **Order No YS37**

38 FEB *Alien Evolution* on the front, and a thing about the PC 200. (What's that?) **ONo YS38**

39 MARCH *Army Moves* on the FREE tape, and a 'gripping' *YS* Photo Luuurrve Story. **ONo YS39**

40 APRIL FREE! Groovy stickers and *Survivor* tape. Plus an adventure special. **ONo YS40**

41 MAY *Mantronix/Red Door* FREE! **ONo YS41**

42 JUN *Explorer* for FREE! And a Second-Hand Spectrum Buyers Guide. **ONo YS42**

43 JULY *Zolyx* and *The Gordello Incident* totally FREE! Fun at the zoo too! **ONo YS43**

44 AUG *Batman The Movie* cover, film-fans, and *Skateboard Construction Kit* for FREE! **ONo YS44**

45 SEPT *Dream Warrior* on tape. And is this Magnum Light Phaser any good? **ONo YS45**

46 OCT *Vatman* – it's brill and it's **FREE!** Plus a joystick update. **ONo YS46**

47 NOV *Flashpoint* and *Power Drift* demo on the fab Smash Tape. **ONo YS47**

48 DEC *Wonderboy, Thing!, Riding The Rapids* and *Heroes Of Karn* packing out two FREE tapes! **ONo YS48**

1990

49 JAN So what's on the tape? *N.O.M.A.D.* & *Bulbo And The Lizard King*, that's what. Plus another fab *YS* Photo Luuurrve Story. **ONo 49**

50 FEB Fiftieth birthday ish. And there's *Kat Trap* and *A Nightmare On Robinson Street* on't FREE tape! **ONo 50**

51 MARCH *Falcon Patrol 2* and *A Harvesting Moon* – they're fab 'n' FREE! Plus a stonkin' SAM Coupé review. **ONo 51**

52 APRIL FREE *Dizzy* & *Lords Of Chaos* demo! Plus a chap with a big chopper on the cover! **ONo YS52**

53 MAY *Samurai* and a *Scramble Spirits* demo on the tape. **ONo YS53**

54 JUNE *Ballbreaker II* and a *Pipe Mania* demo for FREE! And our spanky *How 2 Hack* column starts! **ONo YS54**

55 JULY Bumper giveaway ish! FREE *Tipshop Tiptionary* booklet, heaped full of hints! PLUS! FREE *Fernandez Must Die* and *YS Capers* games! PLUS!! A mega-stomping *Sim City* Megapreview! **ONo YS55**

56 AUG Complete game, *Rebelstar II*, and a corking *Back To The Future II* playable demo on the free (free! Free!) cover tape. Plus *The Complete YS Guide to Shoot-'Em-Ups* and the very first *Crap Game Corner* – oh no! **ONo YS56**

57 SEPT FREE TAPE with two complete games – *Chaos* and *Zythum*! PLUS! *The Complete YS Guide To Puzzle Games*, Megapreviews of *Rick Dangerous II* and *The Spy Who Loved Me*, and *Shadow Warriors* Megagamed! Caramba! **ONo YS57**

58 OCT Introducing our funky new Four Pack cover tape, packed to the reels with *Rebel, Feud, Tau Ceti* and a playable demo of *Ironman*! Plus another *Tipshop Tiptionary* booklet and *Monty Python* and *Time Machine* Megagamed. **ONo YS58**

• ISSUES 1, 7, 10, 11, 12, 14, 15, 17, 18, 19, 20, 21, 23 & 32 ARE SOLD OUT!

(• WHICH, ER, MEANS THAT ISSUES 2, 3, 4, 5, 6, 8, 9, 13, 16, 22, 24, 25, 26, 27, 28, 29, 30 & 31 ARE NOT! For info on what you can find between their corkin' covers why not give us a bell on 0458 74011? Oh, and remember when ordering to scribble in the order number. So, for example, for ish 13 you need to put YS13, for 28 it's YS28 etc.)



Come with us now as we chart the hills and hamlets of Bargonia – that cornucopian feast of market stalls, bartering Del Boys and, er, lonely-hearted buxom wenches. (Dream on.)



■ Microdrive and Interface 1 plus two cartridges, good working order, £20. **Write to A Darnell, 32 Mill Road, Ashley, Suffolk CB8 9EB, or phone 0638 730778**

■ Spectrum +3, Multiface 3, datacorder + leads, interface + two joysticks, *WEC Le Mans, Ghouls 'n' Ghosts, Airborne Ranger, Double Dragon II* and two blank disks. Worth £375, sell for £190, excellent condition. 18 months old. **Phone 095387 357, ask for William.**

■ Would you like an Amstrad, green monitor, joystick and 63 games, all for £149? **Write to Phil Law, 88 Oban Grove, Cinnamon Brow, Warrington WA2 0TG.**

■ Spectrum +3, joystick, lightgun, plus £150 worth of games, only £200 ono. Seven months old. **Phone 0208 872664.**

■ Spectrum 48K with datacorder, Kempston interface with joystick, good condition, complete, sell for £70. **Phone Chris on 0768 86 224 after 5 o'clock or leave message on answering machine.**

■ Spectrum +3, over £350 worth of games, incl *Operation Wolf, Chase HQ*, also Kempston interface and cassette lead. All for £220. **Phone Mark on 0784 259403 after 4pm.**

■ Speccy +2 for sale, one year old. Includes *EHIS, Chase HQ, G 'n' G, Hard Drivin', X-Out, Man Utd, EFTPOTRM, Robocop, NZ Story, R Islands, Batman III, Xenon, Bloodwych*. Worth £900, sell for £330 ono. **Phone Ben Adams on (0652) 34186.**

■ Spectrum 48K, over £150 worth of software, all leads, manuals, *YS* back issues and free tapes, in excellent condition, worth over £300. Yours for only £175. **Phone Paul on (0834) 871955.**

■ Spectrum + for sale, complete with power pack, joystick and interface, all leads, loads of games, all in excellent condition. £115 ono. **Phone Roy on Wellingborough 0933 675908 from 6pm.**

■ Sam Coupé 256K computer for sale, includes 23 tapes, leads, transformer and poster games – *Strider, Wonderboy, Dizzy, Nebulus, Ghostbusters, Exolon, Zynaps, Flash!* and others. **Phone Greg on 0278 427855.**

■ How about this then? 128K +2, joystick, mags and £400 of recent games incl *Cyberball, Myth, APB, Rick D, Hard Drivin', Strider, Black Tiger, Robocop*. All for £280. **Phone 03464 401.**

■ Sega Master system for sale! Includes arcade hit *Afterburner* and two joypads. Only four months old – £60 or less. **Phone Georgina on 0422 206760 after 6pm.**

■ Sega Master system incl lightgun, control pads and top chart games worth over £300. Sell £85 ono. Also wafadrive & wafas £10. Alphacom 32 printer £15. **Write to R Yau, 39 Delancey Street, London NW1 7RX.**

■ Spectrum +3, five months old, joystick, datacorder, games (*Operation Wolf, Gunship*), many more, manuals, programming books, disk box, blank disks, mint condition, great price £150. **Phone Russell on 0344 882862.**

■ For sale or swop for RAM music machine, one radio shack TR580 printer + RS232 + Interface 1 with two microdrives. Rat remote joystick + interface. Offers? **Tel 0443 485439.**

■ Wanted – bright box to use French TV with 48K Spectrum, cash or swop Multiface or lightpen. **Write to N McKenna, 120 Woodland Walk, Runcorn WA7 2LX.**

■ Sam Coupé 256K + slot-in drive with DOS. Condition as new. Decided against upgrade. Sell for £180. **Phone Hassocks (West Sussex) 07918 4530.**

■ Spectrum 128K + 2 for sale, excellent condition, still boxed with all leads, manual and joystick, also £150 worth of games. Only £135 ono. **Phone Robert on Sheffield 0742 890355.**

■ Spectrum +2, + D disk drive, 17 disks, over 100 games, ZX Microdrive, mags, manuals, 125+ Cheetah joystick, £225 ono. **Contact John Dempsey on 051 630 3374 after 3pm.**

■ Spectrum +2 for sale. Sinclair lightgun, lightpen, interface, one joystick, over 220 games (*GAC, Power Drift* etc), copies of *YS* with free tapes, one book, worth £500! Sell for £280/£300, no splits. **Ring County Durham 3886154 between 6pm & 7pm.**

■ Sam Coupé, as new, in original packaging, 12-month guarantee, complete with leads, manuals, tapes. Unwanted gift – £125 ono. **Write to 7 Alton Road, Tottenham, London N17 6JZ, or phone 081 808 7387.**

■ 128K Spectrum, boxed, joystick + £300 worth of software. Sell for £250. **Phone Robert on 0633 876985 or write to 1 The Highway, Oakfield, Cwmbran, Gwent NP44 3PQ.**

■ Spectrum +3, printer (with two new ribbons), cassette recorder, Multiface 3, valued at £953 with loads of games on tape and disk. Only £620 ono. **Tel 0935 850521 after 6pm.**

■ Spectrum +2, Cheetah joystick, loads of games for sale. Superb condition, excellent value, £80 ono. **Phone Ben on Cwmbran 06333 65177 or write to 9 Church Road, Pontnewydd, Cwmbran, Gwent.**

■ Spectrum +2, more than 100 mags and games, lightpen, sound-sampling tape, compiler – £200 ono. **Write to Drew, 13 Rowallan Green, Stenton, Glenrothes, Fife KY7 4SR.**

■ Spectrum 128K+, RAM turbo interface, joysticks, loads of games, midi keyboard – worth over £400, sell for £110. **Phone Chris on Lincoln 0522 790435 after 6.30pm.**

■ Spectrum +3 for sale, over £1,000 worth of software, including top titles, joystick, leads, tape recorder – sell for £300 ono. **Phone Nathan on 0932 851366 after 6pm.**

■ Spec 128 + 2 with joystick, £500 of software including *Chase HQ, Robocop, Batman, Ghouls 'n' Ghosts*, all originals worth £600, sell for £200 ono. **Phone Mark on 0579 44353 after 6pm.**

■ Spectrum 48K for sale, with tape recorder, instruction manuals and tape, and all leads and plugs. Excellent condition, will sell for £65 ono. **Ring Scott Lawrence on 0793 725703.**

■ Spectrum interfaces – Specdrum (including three extra kits) £20; RAM music machine (including sample editor and newsletters) £30; Cheetah midi sequencer £20. Also Sweet Talker £10. **Phone André on 0268 750400.**

■ Spectrum + with loadsa software, brand new Cheetah joystick, with interface, Interface 1 and Microdrive, several cartridges. Also unused lightpen. Sell the lot for only £150. Ideal starter pack. **Ring Jason on 0884 40271.**

■ Deal! Sega + Sega joystick +2, control pads + 10 cartridges, including *Golden Axe* and *R-Type*. £290 ono. Mint condition, boxed. **Phone Ken on 081 675 3203.**

■ Spectrum + 2 for sale. Over £1,000 worth of games. All boxed originals (including *R-Type, Untouchables, Cabal*). Also over 60 Spectrum magazines. All for £310 ono. **Phone Robert on 0222 623629 after 6pm.**

■ Spectrum +2 128K with over 50 games and

compilations. Sell for £200. **Phone Ross on Southend 0702 463743 after 4pm.**

■ Spectrum 48K, cassette recorder, interface, Quickshot II, mags, £150 + worth of software incl *Chase HQ, New Zealand Story, Operation Thunderbolt, Chuck Yeager* and many more. £50 ono. **Phone Stuart on 0992 442071 4-10pm.**

■ Spectrum +2 and + D drive. Lots of hardware and software. **Phone Steve on (0480) 405622.**

■ Spectrum 128K +2 with £1,000 worth of original games and Kempston interface. Sell for £170. **Phone 021 550 5649.**

■ 48K ZX Spectrum joystick, interface, over 60 working games. £100. **Write to 5 Wentworth Close, Daventry, Northants, or phone 0327 78518.**

■ Speccy +2, (still boxed), about £350 worth original software which includes *Rainbow Islands, Myth, Chase HQ, Untouchables* and many other great games. Plus mags worth £75! All this worth around £525, will sell for £250. (Bargain? Rather!) **Phone Jamie on 0924 252953.**

■ Interface 1, Microdrive, cartridge, manuals, leads and books £50. **Phone Gloucester 0452 612234.**

■ Spectrum +2, Multiface +2, Kempston joystick, all boxed, 400 games, books, mags, free 48K – £150 ono. Will split. **Phone 0635 30505.**

■ Spectrum +3 and Multiface 3, joysticks and loads of games on disk and tape incl *Game, Set And Match* and *Live Ammo*. Barg at £150. **Phone 0227 372635.**

■ Spectrum +3, Multiface, joystick, leads, books, over 50 originals incl *Tasword, Tasspell, Batman, Indiana Jones, Super Wonderboy, Dizzy, Afterburner, Red Heat*. Eight months old, boxed £200. **Phone Culcheth 092576 6664.**

■ 48K Spectrum + Sinclair joystick and over £200 worth of games. Everything boxed and in good condition. Will accept £100. **Phone 0246 272337.**

■ Spectrum + 2 for sale, ideal for beginners, £100! Selling with 15 games, Speedking joystick and manual. Games include *WEC Le Mans, Wolf* and *Dragon Ninja*. Tell your friends – it's a barg and a half! **Phone Ben on 0962 53572.**

■ Spectrum 128K +2, over 100 games, many top titles, vgc. All boxed, two joysticks, mags, etc. Worth over £400 if bought new, will accept £140 ono. **Telephone Paul on 0342 328159 (West Sussex).**

■ Spectrum +2 and over 100 games for sale with Kempston interface, Delta RAM joystick, Cheetah Challenger joystick and Sinclair connector. £200 ono. **Phone Co Antrim 678984.**

■ Sega master system, light phaser and rapid fire unit, plus 14 games at £300, all in good condition. **Phone Jamie on 081 517 3130 after 4pm.**

■ Spectrum 48K disk drive with tape-to-disk conversion interface and games disks. £75 ono. **Phone Watford 950 8654.**

■ For sale – 48K+ Speccy, Alphacom 32 data recorder, games. Will separate. All for £100. **Write to Peter Gallagher, 5 Garendon Avenue, Hathern, Loughborough, Leicestershire LE2 5HT, or phone 0504 646032.**

■ Spectrum +2A (black), lightgun, joystick, lightgun games. Loads of other games. RAT. Hardly used, vgc. +3 Basic, two power supplies. Quick sale!! Sell for £85. **Phone 081 660 6016.**

■ Spectrum 128K +2 for sale. £200 ono. Boxed as good as new, manual, leads, £550+ worth of games (many classics), two joysticks, many mags, interface. **Phone Michael on 0264 772679.**

■ Anyone want Spectrum 48+ with RAM turbo, dual port interface + joystick, dust cover, Spec-drum and some new releases? All boxed and ready for you. Just a phone call away and all for £80. **Phone Allan on 0268 557929.**

■ Spectrum +2. Over £300 worth of software, joystick, immaculate condition. Only one and a half years old. Good as new. Worth £450. Sell for £200. **Phone 0273 502935 after 7pm.**

■ Speccy 128K +2 for sale! Includes £150 worth games, magazines, Cheetah 125+ joystick. All worth £270+, sell for £130 only. **Phone 0902 700902.**

■ Memotech 512 64K computer, 16 colours, 32 sprites, built-in assembler, debugger, small collection of tapes, four books and dust cover £50. **Phone 0382 459035 after 6pm.**

■ Spectrum 128K + 3, Multiface 3, datacorder, plus tape/disk software, 20 blank disks and disk box, interface, joysticks, leads, etc. £300 ono. **Phone Steven on 0670 823770 after 6pm.**

■ Spectrum 128K +3 for sale. Includes leads, approx £100 of software, still boxed, will accept £200 ono. **Phone 0623 747059.**

■ Spectrum +3 (boxed), 14 games on disk, *Chase HQ, Cybernoid II*, two joysticks, double interface, approx 60 cassette games, cassette recorder, mags – £250 the lot. **Phone Simon on Manchester 339 0505 after 5pm.**

■ ZX Interface! Microdrive, cartridge, manuals, leads, two books, £40. **Phone Gloucester 0452 612234.**



■ Twenty-nine year old mum has completed *Sabre Wolf* on numerous occasions. Has anyone an unwanted *Underworld* for sale? **Phone 'Mum' on 0985 40876.**

■ My bank account is a mess! I need a program that can handle standing orders and back entries. Can anyone help? **Write to Chris Horsfall, 83 Recory Road, Hook, Hants.**

■ Wanted, in reasonable condition, *Your Spectrum* and *Your Sinclair* mags for cash. **Phone Daviel on 0502 584160, evenings only.**

■ Wanted – Spectrum 128, Multiface. **Write to James at 83 Watling Road, Bishop, Auckland, Co Durham, or phone 608549.**

■ Broken 48 or 48+ Spectrums wanted. Will pay up to £5 depending on condition. **Phone Oliver on Tunbridge Wells 544796 after 6pm.**

■ Wanted – *R-Type* and *Myth*, will swop for *New Zealand Story, Break Thru, Zoids, Turbo Esprit* or *Ghosts 'n' Goblins*. Originals only. **Phone Andy on 0959 74992 between 4pm & 10pm.**

■ Wanted – *WEC Le Mans*, will swop for *Black Tiger, Batman The Movie, Rainbow Islands, Forgotten Worlds* or *Hard Drivin'*. Originals only. Also swop *Rastan*. **Phone Darren on Melksham (0225) 700054.**

■ I want any games on +3 disk, will pay cash. Price list please. **Write to Andy Cox, 5 Bainhurst Cotts, Little Wick Green, Maidenhead, Berks SL6 3QZ.**

■ Wanted – *Aliens* US version. Swop for *Nigel Mansell's Grand Prix, Enduro Racer, Rock 'n' Wrestle, Monte Carlo Casino* or *Die Alien Slime*. **Write to L Samuels, 17 Garden Close, Ashford, Middlesex TW15 1LH, or phone Leigh 0784 242614 after 5pm.**

■ *Artist II* for Spectrum 128 must be in good condition, will pay an agreeable price. **Phone Mike on 021 747 3865 after 5pm.**

■ Wanted – MGT 'two-face' for Spectrum, in good condition. Preferably boxed, with instructions. All offers considered. **Phone Richard on 0709 365879.**

■ Wanted – *Monty On The Run* and Power Tape from January issue of *YS* '88. **Write to Ben Gardner, 70 Leslie Road, Forest Fields, Nottingham NG7 6PR, or phone 0602 702341 between 6pm and 8pm.**

■ Wanted – Spec 48 and leads, willing to pay £30. **Write to J McBride, Ashworth Hospital South, Maghull, Liverpool L31 1BD.**

■ Wanted urgently – *Jungle Trouble* and any other good games. Please send list and prices. Also zillions of pen-friends, reply guaranteed. **Write to Jane Burman, 8 Willow Court, Cranswick, E Yorks YO25 9QL.**

■ Wanted – *Italy '90* and a Sinclair printer. Make me a reasonable offer. Also games to swop. **Write to Ross, 2 Rosslyn Place, Ayr, Scotland, KA8 9HY.**

■ Wanted – Campbell's Masterfile 48K, swop for any from *Tasword II, Astronomer II, Superchess 3.5, Armageddon Man, Tir Na' Nog*. Originals only. **Write to Vince Corney, 1 St Helier Avenue, Morden SM4 6HY.**

■ Wanted – *Pud Pud* by Ocean & *Cyberun* by Ultimate. Will pay reasonable price. Also help wanted on *Pentagram* (a map would be nice). I wouldn't mind swopping tips, POKEs & games as well. **Write to D Parker, 54 Leatham Park Road, Purston, W Yorks.**

■ Wanted desperately – *Fighter Bomber*. Will swop for anything. I have over 1,100 games. **Write to Simon Lennox, 53 Main Street, Castle-Dawson, County Londonderry, Northern Ireland BT45 8AA, or phone 0648 68662.**

■ Wanted – MGT 'two-face' or similar switchable expansion port device. Must be in good condition. Will swop for *Cybernoids I & II* and *Rainbow Islands*. **Phone Andrew on 0742 550497.**

■ Genius mouse system wanted. Will swop software or pay cash. Also software for sale, some recent titles. Also want Kempston mouse, pay cash or swop software. **Phone Alan on 0247 84954.**

■ Wanted – *Batman The Movie*, will swop for any two of *OutRun, Silkworm, Cabal*, and there are more. **Phone Carl on Milton Keynes 662753 after 6 o'clock.**

■ Wanted badly – Spectrum 128 companion, not battered or mangled please. Will swop or buy. **Write to Derek Dodds, 16 Invericar Drive, Paisley, Scotland or phone 050581 4947.**

■ I want *Target Renegade*, will swop for either *J Blade, J Blade III, Metal Army, Cobra, Rambo* or *Predator*. **Ring Kingswinford 279813 after 6pm.**

■ Wanted – *Back To The Future*, will swop *Bazooka Bill* or *Dodgy Geezers*, originals only. **Phone Michael on 0274 878288.**

■ Please, has anybody out there got the manual for *Austerlitz* for the Spectrum? Just name a price, not over £5 please. **Write to Peter Carruthers, 76 Albert Road, Liverpool.**

■ Wanted desperately – Multiface 3, will swop for *GAL, Command Performance & Gunship* (on disk). **Write to Ray Ion at 268 Lynch Hill Lane, Britwell, Slough, Berkshire SL2 2PX.**

■ Wanted – *The Planets* 48K swop for *Supreme Challenge* (*Tetris, Ace, Elite, Starglider, Sentinel*). Originals only. **Write to Vince Corney, 1 St Helier Avenue, Morden, Surrey SM4 6HY.**

■ Wanted – *Heavy Metal*, swop for *Proteck Airliner* and *Milk Race*. Plus *Rally Driver*. So please help me! **Write to Stuart McCrae, 4 Landsdowne Road, Larkhall, Lanarkshire, Strathclyde, Scotland, or phone 886862.**

■ Wanted – *Hard Drivin', Power Drift* for *Wonderboy, Future Bike Sim, Grand Prix Selection*, (*Super Hang-on* etc), *Skate Or Die* and *Myth, Moto X Sim*. **Phone Jason on 0453 544220.**

■ I want *Inca Curse, Ship Of Doom, Golden Apple* and *The Eye Of Bain*. All by Artic Software, will pay £5 each. **Write to Clive Reed, 39 Cats Lane, Sudbury, Suffolk.**

■ *Cabal* and *Italia '90* for *Flintstones, Virus, Mickey Mouse and Butcher Hill*. Interested? **Write to 34 Mount Pleasant Street, Greenock, PA15 4DR, Scotland.**

■ Assembler wanted, tape only with instructions, will pay up to £4. **Write to Jonathan Harris, 20 Wrockwardine Road, Wellington, Telford, Shropshire TF1 3DB.**

■ Wanted – *Atic Atak* original, must be Imagine version. Will swop for one of *Hard Drivin', Dragon Ninja* or *Run The Gauntlet*. Originals only. **Write to Kevin Lloyd, 25 Barton Way, Croxley Green, Rickmasworth, Herts WD3 3PA.**

■ Wanted – *Arkanoid II, Rainbow Islands, Impossamole*. Will swop for *Star Wars Trilogy* games. Must be for Spectrum +2. **Phone 0703 455636 after 6pm.**

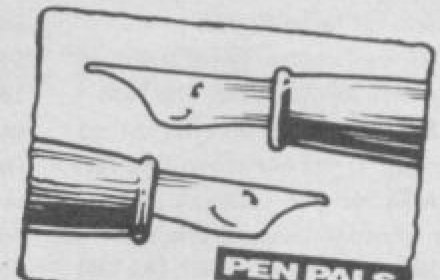
■ Wanted! *Annals Of Rome*, will swop for *Last Ninja II* and *Cybernoid II*, must be original (mine are). **Write to Mark Fewster, 43 Wharfedale Crescent, Tadcaster, N Yorks LS24 9JH, or phone 832976.**

■ Wanted – *Power Drift, Continental Circus, Football Director* and *Footballer Of Year II*, swop for *Kick Off, Man Utd, MicroProse Soccer* or *Football Fever*. One for one etc. **Write to Tim Mitchell, 24 Albany Road, Blackburn, Lancs, BB2 6EQ.**

■ Help!! My Speccy is dead. Has anyone got a lonely and redundant Speccy just waiting for a new life in a new home? Will be well looked after by new owner. **Phone 0642 598935.**

■ Wanted – *Strider*, I will give you either *Super Wonderboy* or *Ninja Warriors* for it. Original games only. **Write to Matthew, 161 Harold Road, London E13 0SF.**

■ Wanted – *Double Dragon III, Operation Wolf* and *Cabal*. Will swop *Captain Blood, Road Blasters, Indiana Jones And The Temple Of Doom*. Originals only. **Ring Nigel on 0286 880079 after 5pm.**



■ Anybody out there got a Sam Coupé and wants a pen pal? Age not important. **Write to Richard Dignall, 3 Newhaven Close, Bury, Lancs BL8 1XX.**

■ Looking for a pen pal, any age, willing to exchange preferably new Spectrum 48/128K games. Send list for mine. Reply guaranteed. **Write to Deepak Idnani, Mohamadi Manzil, 2 YMCA Road, Byculla, Bombay, 400 008, India.**

■ We are two strapping 14 year olds into computers and heavy metal, seeking pen pals from anywhere, about 14 and female. Send photo if poss. **Write to Sid & Joe, 73 Arbirlot Road, West Arbroath, Scotland DD11 2JE.**

■ Hi, folks! I'm 17 (nearly 18) and I want lots & lots of pen pals. Go on, take the plunge. **Write to Marie McDonald, 88 Newlyn Close, Bransholme, Hull HU7 4PQ.**

■ Ola! My name is Fredy and I'm a

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YS 59

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Portugese student looking for pen pals. I've got a Speccy and lots of games to change with you. **Write to Frederico F Marques, Apartado 110, Ourem, Portugal, 2990.**

■ I want a pen pal from UK to swop games and talk to. I am 11 years old and like aircraft and building models so contact me now please. **Write to Peter Maunder, 106 Sunnyhill Road, Streatham, London SW16.**

■ 18 year old male wishes to correspond with people from all over the world. **Write to Barak Laniado, PO Box 4412, Beer Sheva, 84143, Israel.**

■ Male 128K owner seeks pen pal, any age, anywhere, to swop loads of software, POKEs, hints, etc. **Write to Dev R Lalvani, A/5, Rock Side, 112 Walkeshwar Road, Bombay, 400 006, India.**

■ Speccy +3 contacts wanted by 16 year old boy. I would like to swop games, uitilities, tips etc. I have loads of titles but no Multiface. **Write to Nik Silvester, 9 Horwood Gardens, Basingstoke, Hants RG21 3NR.**

■ Hi there! I'm 19 years old and I'm looking for female pen pals. If you think that writing letters can be great fun, then **write to Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Evia, Greece.**

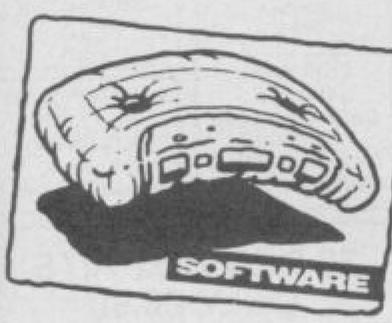
■ Howdy, Future Friends! I'm a mad girl who likes cars and nice boys. I'm 14, so if you're 13 or over then **write now to Carole, 4 Poplar Place, Fishponds, Bristol, Avon BS16 3QH.**

■ Anyone using GAC who wants to swop games, ideas, data etc? Then I want your letters! **Write to John James, 41c Barras Lane, Spon End, Coventry CV1 3BU.**

■ Wanted – pen pals to swop all the latest games, like *Dan Dare III*, *X-Out* and many more. Reply guaranteed. **Write to John Henderson, 21 Newark Close, Peterlee, Co Durham SR8 2AS.**

■ Twelve year old Speccy owner (+2, +3) seeks pen pals, 10-15, who like programming, hacking and writing letters! Also loads of games to swop. Reply guaranteed. **Write to Dean Woodyatt, 91 Neerings, Coedeva, Cwmbran, Gwent NP44 6UL.**

■ Hi! Pen pals wanted. I'm a 15 year old into computers and most chart and house music. Anyone out there between 15 & 17 want to send a letter to me? Reply guaranteed. **Write to Stephen King, 121 Lamlash Crescent, Cranhil, Glasgow, Scotland G33 3XP.**



■ Swop my *Black Tiger*, *Footie Manager (WC)* or *Garfield Winter's Tale* for your *Vigilante* or *Red Heat* or *X-Out*. **Write to S Clarke, 33 Boardman Fold Road, Alkrington, Middleton, Manchester M24 1QD.**

■ Adventure games for sale. **Write with sae to Simon Johnson, 29 Langford Way, Kingswood, Bristol, BS15 2PD.**

■ Your *Armageddon Man* for my *Game, Set And Match* and *Crazy Cars* (originals only). **Write to Michael Hateley, 33 Hedley Avenue, Blyth, Northumberland NE24 3JP.**

■ Wanted! *Batman The Movie*, *Football Director*, for *All Points Bulletin*, *Dragon Spirit*, (both Domark Tengen) or one for one. **Write to J Jacobs, 6 Sackville Close, Harrow, Middlesex, HA2 0NJ.**

■ Lots of games to swop incl *Pipe Mania*, *Escape From Planet Of Robot Monsters*. Send your list of games for mine. **Write to Bryan Edwards, 21 Lomond Crescent, Stenhousemuir, Larbert, Strilingshire FK5 4LT.**

■ I will swop *Hotshot* or *Lasersquad* for your *Shinobi* or *Exolon*. **Phone Richard on 041 644 3725 any day except Wednesday or Sunday after 6pm.**

■ I would like to sell my software at £2 per tape. I have *Rally Driver*, *Road Runner*, *Rambo* and lots more. **Phone James on 0923 770184.**

■ I will swop *Strider* for *R-Type*. **Write to Martin Wood, 233 Derlwyn, Killay, Swansea, West Glam, or phone 0792 201004.**

■ Check this out! *Karnov*, *Licence To Kill*, *19 Boot Camp*, *Barbarian*, 20 chart busters and more! Also included are POKEs and cheats, all for only £35 ono. **Phone Kevin on 0236 35902.**

■ Loads of budget and full price games to swop. Your list for mine with sae. Originals only. **Write to Paul Cheffy, 7 Herrick Close, Pound Hill, Crawley, West Sussex, RH10 3AN.**

■ I offer *Football Director II* for any two of *R-Type*, *Forgotten Worlds*, *FM2 Expansion Kit*, *Cricket Master*, *Altered Beast*, *Gazza's Soccer*. **Phone Mark on 0732 845406.**

■ Tons of software to swop or sell. All originals in fantastic condition. **Send sae to Stu Ellis, 10 Duddon Drive, Walney Island, Barrow-in-Furness, Cumbria.**

■ Will swop *Match Day II* and *Arkham Manor* for *Young Ones*. Complete game please. **Write to Neil Price, 33 Muncaster Road, Ashford, Middx.**

■ Wanted – *Scuba Dive*, *Highway Encounter* and *Human Killing Machine*. Will swop for other software titles or buy for cash. **Phone Lee on 08444 6497 after 5pm.**

■ Look, I've got *Supersprint*, *Wizard Willy*, *Invasion*, *Now Games 5*, *Jasper Brainache*, *Hit Squad*, *SOS*, *Z Zoom*, *3D Tunnel*. A total of ten games, will swop for *Chase HQ* and *Robocop* or similar games. **Send list to 2/24 Ashford Road, Cheltenham, Glos.**

■ £100's worth of games for sale or for swopping, including *Galaxy Force*, *Untouchables* and *Hard Drivin'*. I'm especially looking for *Altered Beast*, *Myth*, *Ghostbusters 2* and *Super Wonderboy*. **Send sae for games list to A Farrington, 9 Polwarth Park, Edinburgh EH11 1LE**

■ Wanted – *Shinobi*, *Power Drift*. Will swop for *Gemini Wing* or *Myth*. Originals only. **Phone 051 920 8150.**

■ Will swop Cheetah Spectrum joystick interface 48/128K plus budget games which include *Predator*, *Sports Hero*, *Cosmic Wartoad* and many others for *Batman*, *Op Wolf*, *Eliminator* or anything else. **Phone 0458 250163.**

■ Wanted *Afterburner* or *R-Type* – will swop *Robocop* or *Batman Caped Crusader*. Originals only. **Phone Gareth on 0443 755185.**

■ Over £400 of software for Spectrum. Titles include *Indy Jones And Last Crusade*. Also MGT disk drive with Plus D interface, will sell separately or together. £205 ono. **Phone 0734 713650.**

■ Games for sale including *Batman The Movie*, *Strider*, *Indy* and *The Giants Compilation*. **Send sae for price list to Daniel Harris, 10 Douglas Road, Southbourne, Bournemouth, Dorset BH6 3ER.**

■ Have *Robocop*, *Power Drift* and *Football Manager 2* plus an expansion kit to swop for *Black Tiger* and *Last Crusade*. Originals only. **Phone Richard on 0453 480855.**

■ Anyone got *Freddy Hardest In South Manhattan*? Will swop for *Fist II*. **Phone David on 0953 882337.**

■ Over £200 of Speccy games – originals of *Batman*, *Myth*, *Cabal*, *X-Out*, *E-Motion*, *Black Tiger*, *Dan Dare III*, *Ghouls 'n' Ghosts*, *Match Day II* etc. £80 ono. **Phone 041 776 7220.**



■ Buy me! I'm *Spectronic* and I'm just 50p + tape/disk **from Simon Briggs, 5 Canon Young Road, Whitnash, Leamington Spa, Warwickshire CV31 2QU.**

■ *Gamebusters* – over 17 A4 pages of Spectrum POKEs, maps, cheats + solutions. £1 + 50p p&p, free game *F-19 Bomber* for the first ten replies. Cheques/POs/cash. **Write to S Clark, 25 South Road, Saffron Walden, Essex CB11 3DG.**

■ POKEs, POKEs and more POKEs! Start cheating now. Stamp plus £1 brings mega list. **Write to Graham Evans, 5 Lon Caerau, Colomendy Estate, Denbigh, Clwyd LL16 3DX.**

■ Prodsoft presents *POKEs And Prods* with 40+ tips, 50+ reviews, and ads. Only 50p. **Write to Scott Griffiths, 17 Woodstock Street, Hucknall, Notts NG15 7SP.**

■ *POKEs Galore* out now, packed with pages and pages of everything you need. First ten senders get free gift. Send £2.50 and sae **to *POKEs Galore*, 46 Silver Street, Barnetby, South Humbs DN32 6HR.**

■ *SpecComm*? *SACUser*? *A+SG*? Nooooo! It's *Data*!! The fanzine for Speccies, C64s, Amigas, STs, CPCs, XLs, and cool hi-fis! Funny, mad, cartoons, boing! Only 70p! **Write to 24 Nicholls Field, Harlow, Essex.**

■ *Re-run* is *the* great new fanzine. All the stuff that's in a normal mag, but only for 20p + sae. **Write to *Re-run*, 1 Northolme Close, Grays, Essex RM16 2NX.**

■ *Speccyvision* tape mag. Issue one out now, packed with reviews, tips, previews and jokes. Just send a tape and 75p! **Write to *Speccyvision*, 14 Churchdale Road, Frecheville, Sheffield, S12 4XT.**

■ *Frisbee User* – the ultimate fanzine! Out now! All you need is a pound and a stamp for issue one! (Oh, and the first 20 applicants get a free game!) **Write to *Frisbee User*, 81 Woodstock Road, Greenock PA16 9ED.**

■ Free fanzine! *Hotshots* tape mag full of tips, reviews, compos and more. Just send tape and 50p for postage to **Sandy McAteer, 91 Ards Drive, Monkstown, Newtownabbey, County Antrim BT37 0JL.**

■ *Enigma* is bigger and better than ever! Don't take Mike Gerrard's word for it. See for yourself. Issue seven out now at only £1.99! **Write to ESP, 15 Westfield Road, Invervrie, Aberdeen AB5 9YR.**

■ *Osmium* – first issue out now! News, reviews, tips and loads more for only 50p plus tape and 15p stamp. **Write to 52 Strathbeg Place, Broughty Ferry, Dundee DD5 3HQ.**



■ Hi there, all you lonely females out there! Do you want to meet a tall, dark and extraordinarily handsome 21 year old fella? If you're between 19 & 22 then drop us a photo! **Write to Stuart McHallam, 11 Criffel Avenue, Lincluden, Dumfries, Scotland DG2 0PQ.**

■ Hunky Haswell seeks adorable girlie, preferably 18-20. I'm interested in cool things like swimming, discoing and music. If you're looking to meet a good lurvver then I'm your man! **Write to Andrew Haswell, 59 Balmoral Crescent, Houghton-le-Spring, Tyne and Wear DH5 8HQ.**

■ Hi, babes! Two sexy teenagers here, called Colin and Scott. We're looking for two equally sexy girlies aged 13-16. Details about self, photo, that kind of stuff. **Write to Scott Kirkwood, 13 Brewster Place, Jedburgh, Rox, Scotland TD8 6JU.**

■ I'm a lonely Speccy owner in search of a sexy 12-14 year old girl. **Write to Ben, 6 Tacarne Road, Beadon, Camborne, Cornwall, or phone 0209 719797.**

■ Lonely 16 year old nice guy looking for sexy blonde, long hair, around 14. Send a photo please. **Write to Chris Marsden, Dyscarr Grange, Doncaster Road, Langold, Worksop, Notts S81 9RJ.**

■ Yo! We're two mega-hunky boys looking for two nice girls. Must be 10-11 years old. Must send photo. Hurry while stocks last! **Write to The Dudes, 20 Pleasant View, Tylorstown, Ferndale, Rhonda, F43 3DF.**

■ Nice boy, 14 looking for very attractive girl 14. Must be sexy and interested in swimming and cinema. Send a photo please. **Write to Chris Marsden, Dyscarr Grange, Doncaster Road, Langold, Worksop, Nottinghamshire.**

■ Male +2 owner, aged 22, looking for lonely female. Send pics please aged 17-25. **Write to M Jervis, 153 Grosvenor Road, Wavertree L15 0EZ.**

■ Seventeen year old male seeks a female pen pal aged 17-18 from anywhere. A photo would be nice, most letters will be replied. **Write to Rajeey Roy, 19/c, Sagarsangeei, Near Colaba Post Offic, Bombay, India, 400005.**

■ Hi there! I'm 15, I like computers, I'm looking for a female aged 15-18. **Write to Wayne Johnson, 22 Lime Grove, Skelmersdale, Lancs, WN8 8ET, or phone 24599.**

■ Bloke, 14, looking for a girl, aged 12+. I'm communicative, like Abba and Janet Jackson, don't smoke, love computers. **Write to Dave, 23 Lorne Street, Denton Holme, Carlisle CA2 5DX.**

■ Calling all 13-15 female water melons! I am (at last) here! Your dream melon, just waiting to hear from you! **Write to Russell Peters, 54 Birchwood Drive, Wilmington, Kent, DA2 7NF or phone 0322 54373.** I'll be waiting.

■ Hi everybody! I'm 18 years old and I'm looking for female pen pals aged 16-22. Please send a photo. **Write to George Fotioy, Karlovassi 83200, Samos, Greece.**

■ Hi, anybody looking for a sexy 14 year old chick? You have to be aged between 15 and 17. (I like older men.) Send a photo if poss. **Write to Rachel, 52 Pen Ur-Alley, Skewen, Neath SA10 6DS.**



■ Want to join The Computer Club? It only costs a quid (and you could win yourself lots of goodies into the barg)! Hurry while stocks last! **Write to Lee Johnson, 49 High Street, Barry, South Glam CF6 8DU.**

■ Losing track of games you lend out? You need *Lender* – it keeps track of lent-out and returned games! Only £1.65 and tape! Hurry! **Write to 19 Coral Close, Tuffley, Gloucester GL4 0RG.**

■ Sensational offer, over 1,000 POKEs, now 25% off, yes, 25% off! Only £1.45 plus an sae. Hurry – there are only 150 packages left! **Write to S Freeman, 31 Durham Crescent, Washingborough, Lincoln LN4 1SF.**

■ Need a flashy character set for your new game? Then get the *Character Set Directory*. Send a £3 cheque to **Nick Humphries, 84 Debden Road, Saffron Walden, Essex CB11 4AL.**

■ Do you know an address for makers of personalised T-shirts, sweatshirts, caps, pens, pencils, etc? We need the details! **Write to *Re-run*, 1 Northolme Close, Grays, Essex RM16 2NX.**

■ Homegrown adventure for sale at £1.50 called – *Soft And Cuddly*. It's a mini adventure for beginners. Also other games and routines for sale, send sae for details. **Write to Adrienne Nunn, Craiglea, Aviemore, Scotland PH22 1RH.**

■ New! Sam Coupé disk or tape packed with over 700K of games, demos, utilities and flash screens. £5.50 plus disk/tape. **Write to Jonathan Langford, 42 Aldbourne Way, Kings Norton, Birmingham B38 9UP.**

■ *Soccer Manager* – features include fast response strategy, select squad, save + load, physio + scouts, loans, transfer market, player + team stats + more! £2.99 (cass) £4.99 (+3 disk). **Write to V Vity, 11 Willow Grove, Bare, Morecombe, Lancs.**

■ I love you, Rosie!!!!!!

■ *The Oakes* is a brand new horse racing PBM. **Write for more details to S Griff, 17 Woodstock Street, Hucknall, Notts NG15 7SP.**

■ Sam Coupé software, magazine and 70p disks. Read *Fred* on disk, only £1.50 to *YS* readers – free game & utility. Got a Coupé? **Send sae to Colin, 40 Roundyhill, Monifieth, Dundee DD5 DD5 4RZ.**

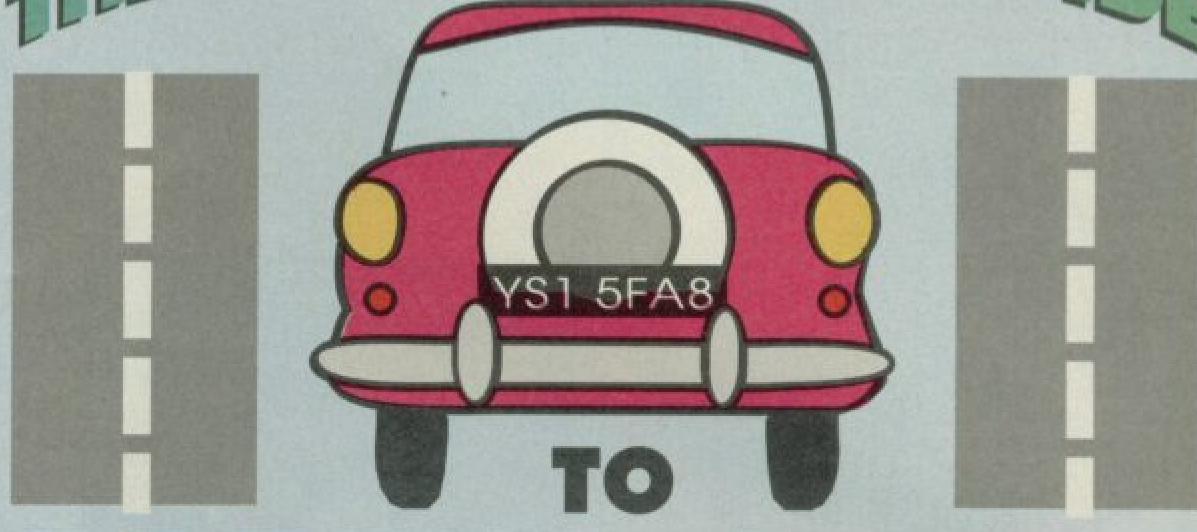
■ *Leotrope* – original text adventure in two parts. With free adventure, *Cell Of The Ridges* – can you escape? Only £3.50 for the two. **Cheques/POs to G Burtenshaw, 6 Rawlins Evenue, Weston-super-Mare, Avon BS22 0FN.**

■ Bargain! One hundred POKEs in a neat booklet – only 75p plus a large sae. Over 1,400 Multiface POKEs – only £1 plus a large sae. No cash please. Hurry while stocks last — limited time only. **Write to M Burman, 46 Silver Street, Barnetby, South Humberside DN38 6HR.**

■ I can help you with all *Dizzy* games. Send 20p and an sae **to Anthonly Austin, 64 Sheppey Road, Loose Court Estate, Maidstone, Kent ME15 9SR.**

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THE COMPLETE YS GUIDE TO DRIVING GAMES



It's strange but true – normally courteous *YS* readers tend to turn into homicidal maniacs once they get behind the wheel of a Spectrum. We sent JONATHAN DAVIES, who still hasn't managed to get that wretched helmet off, to find out why.

It's an expensive business, driving. Not only do you have to hand out piles of dosh to actually get a car, but there are loads of 'hidden costs' thrown into the 'bargain' too. For a start, you've got to get it insured (in case you crash), which means serious sponds for your average Spectrum owner. Then there's road tax, servicing, MOTs, petrol, all sorts of things. And, if you want to keep up with the latest fashions, you'll want to purchase a few 'extras' as well, ranging from simple '-TURBO-' stickers for the back window to alloys, buckets and twin cams. And they all mean spending lots and lots of money.



So wouldn't it be nice if you could get your Spectrum to sort of 'pretend' it was a car, allowing you to zoom about to your heart's content for minimal outlay instead? Well, actually you can! Yes, all you need to do is buy a suitable driving game, load it up and you've got yourself a set of wheels. It'll be almost exactly the same as driving a real car except that you can crash as much as you like without having to worry about your no-claims bonus. And you'll be able to choose from all the latest posh sports cars like Porsches, Ferraris and Lotuses and drive them as far and as fast as you like without having to splash out on a drop of petrol! (In fact, because driving games are so much cheaper and more practical than real cars, it is predicted that by the year 2012 the motorcar will have become obsolete, replaced by the driving game.)

The only trouble with all this is that it's a bit hard to pick up birds with a 48K Spectrum.

Just what, exactly, is a driving game?

Mmm, knew we'd have to get round to this sometime. Well, I've had a think and come up with the following spec...

- It's got to have either a car, a motorbike or a lorry in it.
- That means no bicycles, boats, jet-skis, tanks or anything like that.
- And no skateboards either. They're crap.

Seems simple enough. It means we're including Grand Prix-type games (where you just race against other cars) and shooting ones (where you zap them) but not similar-looking ones that don't have cars, bikes or lorries in (like boat ones). Okay?

Phew. I never thought it would be quite so easy.

So how about things like *Army Moves*?

Oh cripes. Look, just shurrup, will you, whoever you are. No, *Army Moves* is out, I'm afraid. It's rubbish anyway.

So let's take a look at a few examples, eh? It's worth noting that, where driving games are concerned, the ratio of crap ones to good ones is a lot higher than with other types of game (apart from football games, of course). So you can't be too careful.

LOOKING-AT-IT-FROM-ON-TOP ONES

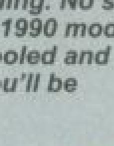
Kicking off, these are the ones where you get a bird's-eye view of the course and see your car as a little blob hammering round the track (which may scroll if it doesn't all fit onto the screen at once). The basic idea takes its cue from a vintage coin-op called *Super Sprint*, and you can sometimes get anything up to 29 players on the screen at one time (giving them the edge where competitiveness is concerned). They do tend to lose out graphically though, as there isn't much scope for scrolling 3D roads etc.



Championship Sprint – ***yes, but is it as much fun as a Scalextric set?***

RATINGS

The YS Ratings System? You don't want that old thing. No sir, over here we have the brand-new top-of-the-range 1990 model. It's turbo-charged, fuel-injected, 16-valve, super-cooled and has a full X-pack (with droop snoot). And spots. You'll be doing yourself a favour.



DRIVE It's no good having a driving game that seems to be simulating an FSO or something. You want real power, a feeling of being at one with the road and all that sort of thing. Control responses, speed etc are all taken into account here.



VISIBILITY Assuming you remember to clean all the dead leaves and bird turds off the windscreen before you set out, what's the view like? A thinly-veiled graphics category, in other words, but jolly important all the same.



ROADHOLDING It may seem to have everything, but once you've set off, and you've been on the road for a while, do you relish every second that you're behind the wheel? Or do you want to keep stopping at the services? Or perhaps you'd rather just take the bus instead, eh?



FIRST-OFF-AT-THE-LIGHTS FACTOR A competitive edge is most important where driving's concerned, both in real life and on the Speccy. So do the other cars put up a decent fight, or do they just seem to be part of the scenery (if, indeed, there is any)?

THE FIRST EVER DRIVING GAME

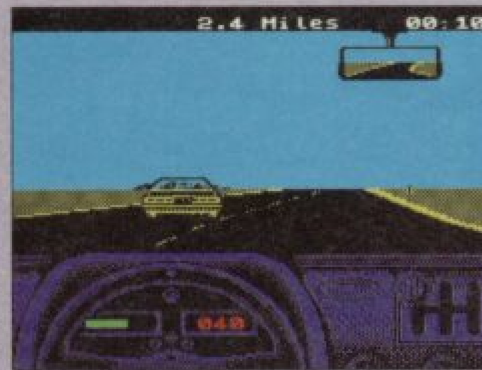
Despite a sore knee and a terrible fear of the dark, I crouched down in the murkiest corner of the *YS* shed to browse through our collection of cardboard-boxed archives. And did I come up with anything? Well, not really. I did find out that the Van Houten Chocolate in the *YS* drinks machine is actually the remains of a consignment of rations from during the war (no-one wanted to drink it then either) and I also came across some rather compromising photos of Andy when he was four years old, but nothing really very interesting in the driving games department. I was hoping to turn up some really ropey-looking Basic game from about 1982, but the best I could come up with was *Chequered Flag*, a Sinclair game that came out a year later. It's quite good actually – a bit like *Pole Position* without any other cars to race against. We'll give it a thorough going-over later, but in the meantime perhaps you'd like to think back and see if you can come up with anything better. If you find anything older than *Chequered Flag*, do write in and tell us as we'd be jolly interested to know.

LOOKING-AT-IT -FROM-THE-SIDE ONES

We're heading into dicey territory here, as we could start wobbling on about scrolling shoot-'em-ups if we're not careful. They do generally scroll however, but they're a bit weird as you don't actually have to worry about steering. All you really have to do is get the speed right when going over ramps and maybe launch the odd missile now and again. Motorbikes, rather than cars, tend to feature prominently in this sort of game, which seems reasonable enough as they look a bit thin when viewed from the rear. One thing we've got to be careful of here is bicycles – they seem to crop up in these rather a lot and, as we already know, they don't count.

THE DUEL – TEST DRIVE II
Accolade

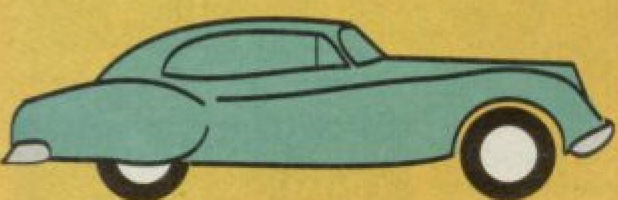
Accolade seem quite keen on driving games, don't they? Which is a bit of a shame, as they're nearly always crap. At least, on the Spectrum they are. On things like the PC they're a lot better, and that's where *Test Drive* first cropped up. The Spectrum conversion is a cut-down version and, predictably, it's rubbish. The graphics are hopeless, for a start. They're all sorts of horrible colours, and there are only about two different things to see. And they give no impression of 'speed' at all (but a superb impression of 'slowness'). You're supposed to be driving either a Porsche or a Ferrari, you see, but the graphics make it seem more like a Number 29 bus. The idea is that you're meant to be racing against another chap, who's controlled by the computer, and at the same time being chased by a police car. Er, what else is crap about it? Oh yes, the collision detection. It's useless! If another car so much as appears on the screen you crash into it. In other words, it's chronic. And with so many others to see, let's waste no more time on it.



Drivin' along in my automobile (dum dee dum), sat right in front of my steering wheel.

VERDICT – 48°

Drive	Visibility	Road Holding	FOATLF
38	40	52	48



LOOKING-AT-IT-FROM-BEHIND ONES

These are the most common by 'miles' (yuk yuk), being those games where you see your car on the screen in front of you from a position behind and slightly above it, and with the road coming towards you in 3D. They all started in the arcades with stuff like *Pole Position* and moved onto the Speccy via *Chequered Flag* and later things like *OutRun*. And, of course, there was the classic *Road Racer* on the front of the May '87 *YS*. They're generally good fun, but can be a bit samey and tend to be just a case of pressing Left and Right at suitable moments. And an element of violence tends to creep in – you often get a gun or something mounted on your car to bag other vehicles with.



Roadblasters – um, looking at it from behind. And slightly above. (Simple really.)

CHEQUERED FLAG
Psion

So here we are. The official First-Ever Driving Game. So what's it like then? Well, it's one of those where you get the view from the driver's seat as you race round the track (with a choice of things like 'Micro Drive' and 'Psion Park' as well as genuine ones like Silverstone) in your McFaster Special (or Psion Pegasus or Ferrati Turbo). There are obstacles to avoid, like oil, glass and water, but not much in the way of competition from other cars. In fact there aren't any other cars at all. It's just you out there, and it gets damned lonely at times. All you can do is race against the clock, trying to beat your lap record. On the plus side, the car handles extremely well considering its vintage, and the road is one of the best around (although there are no hills). There are gears to fiddle about with if you choose the second or third car, and there's a great crash effect too. (Even better than the one in *Flight Simulation*.)

A good first attempt then, but it won't hold your attention for long.

VERDICT – 64°

Drive	Visibility	Road Holding	FOATLF
74	59	63	46



In the desert no-one can hear you scream.

SUPER HANG-ON
Electric Dreams

This one did rather well when it first came out, I seem to remember. It's a very motorbikey sort of game where you've got to race against lots of other bikes round a series of courses. And it's these courses that are the key to the whole thing – they're brill! There are huge hills which you climb up and then plummet down the other side of, and there are even (I seem to remember) hills combined with corners which are particularly disconcerting. Your bike is nice too. It's multi-coloured and leans over superbly on corners. What else? Your fellow riders are pretty hard to beat, which helps. And that's about it really.

All in all, then, a straightforward but beautifully executed bike game with a really nice 'feel' to it. In fact, it's probably the best racing game around.

VERDICT – 91°

Drive	Visibility	Road Holding	FOATLF
91	83	92	85



All we need is a Barry Sheene digitised voice-over and we'd be away.



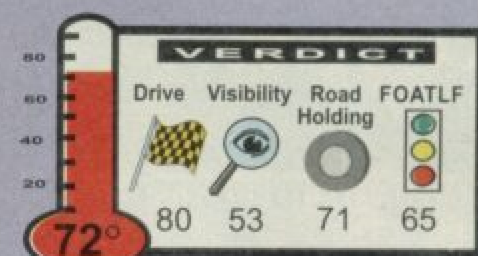
4x4 OFF-ROAD RACING
Epyx



Er, hardly the Speccy version of The Cannonball Run, isn't it, Spec-chums?

It's a bit American-looking, this one. And that means that you can't just hop into your vehicle and hit the road. Oh no. First you've got to walk your driver between two shops and buy all the bits and pieces you'll need along the way. These include fuel, maps, spare parts and any luxury extras that may tickle your fancy. You get to choose the terrain you'll be racing across as well, and this ranges from deserts to icy places. If it is American (I'm not too sure), this would account for the terribleness of the graphics. The sprites are weedy-looking things, and the choice of colours is appalling. On the other hand they are extremely fast, and this gives the game the edge over quite a few others. You get a great driving feeling, especially when you hit a bump in the road and go flying up into the air. The courses are nicely designed as well, and have novel obstacles such as sticky mud to get through.

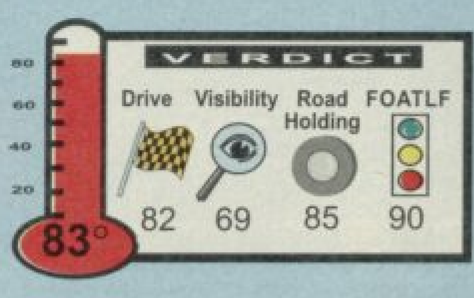
4x4 is a bit too scruffy to get complete recommendation, but it's surprisingly good fun and has plenty going for it.



TT RACER
Digital Integration



Perhaps not the world's best representation of a motorbike control panel, but it'll do.



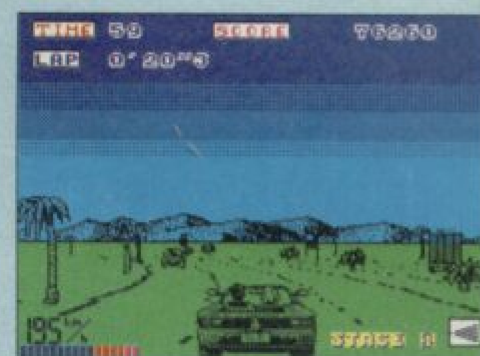
This one appeared ages ago, produced by a company that's better known for its flight sims (check out the last issue if you must). And, to tell the truth, it looks a lot more like a flight sim than a driving game. You're on a motorbike, racing against lots of other motorbikes, but rather than the usual view from behind the bike you get an over-the-handlebars job. This meas that when you lean over round a corner the handlebars stay horizontal while the horizon tilts over, and when you pull a wheelie the horizon wobbles up and down. It's a bit hard to explain, but think of flight sims and you should get the general drift. This gives it a very realistic feel, which is helped by having lots of gears and dials to worry about. There are loads of other complexities, like an ability to connect lots of Spectrums together and get them to race against each other, not to mention hundreds of options to adjust various things.

Being a bit on the realistic side, *TT Racer* isn't the easiest of games to get to grips with though. You'll start off wobbling about all over the place, and may well end up doing it too. But if you do get the hang of it this is a top-notch bike game that makes up for in simulationiness what it lacks in playability.

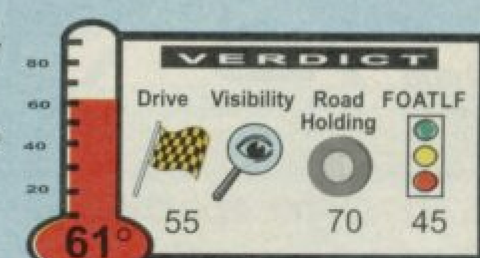
OUTRUN
US Gold

Here's a controversial one. When I reviewed it in *YS* ages ago I thought it was quite good, while everyone else thought it was utter tosh. In fact, it's quite surprising that I'm still doing reviews today. So let's be diplomatic, and say that it's 'aged' quite a lot. The idea, as you'll know if you've seen the arcade version, is to drive along a series of roads getting to the end of each one within a time limit. Not too thrilling, you might think. But the success of the coin-op lay in its corkingly fast graphics and hydraulic cabinet, neither of which have made it to the Spectrum. It looks okay in stills, sure, but everything moves horribly slowly, especially when you go into one of the tunnel things. And the multiload really doesn't help at all. There are some nice 128K tunes though.

It's not quite as bad as most people said, just a bit of a let-down after the fabby coin-op. The sequel, *Turbo OutRun*, is a bit better, so take a gander at that instead.



Right, now to find some groovy hitch-hiker chick to, er, pick up. (Hur hur.)



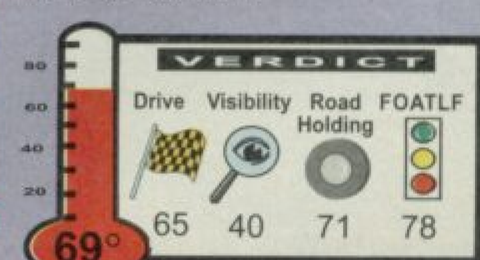
CHAMPIONSHIP SPRINT
Electric Dreams

This is the sequel to *Super Sprint*, which just happens to have been the first-ever looking-at-it-from-the-top driving game. (Or it would have been if everyone hadn't done rip-offs before Electric Dreams got the official version out.) This means there are four little cars driving round a series of courses, up to two of which can be controlled by players. Four would have been nice, and perfectly possible. There are spanners to collect which allow you to choose add-ons at the end of the race if you pick up enough. So far so good, but surely there's more to it than this? And indeed there is. *Sprint* cunningly incorporates a course editor with which you can build up your own custom courses, laden with chicanes, bridges and nasty corners. What fun, eh?

So really it's just a plain, ordinary looking-at-it-from-the-top one with a bit of extra pizazz. I used to find them fun, but not any more. Sigh. It's better with a friend, but not much.



Corners, corners and ruddy more corners.



OTHERS

With a theme as wide ranging as 'driving' we're bound to come across one or two miscreants that don't really fit into any of the previous categories (the scamps). Well, I have anyway. First of all there are ones like *Hard Drivin'* and *Stunt Car Racer* where you get a 3D view out of the window. Then there are the vertically-scrolling ones such as *LED Storm* which are really a cross between looking-at-it-from-behind ones and looking-at-it-from-the-top ones. And there are boring 'management' ones like *Grand Prix*. Best forgotten, those.



Erm... an 'other'.

SCALEXTRIC
Virgin

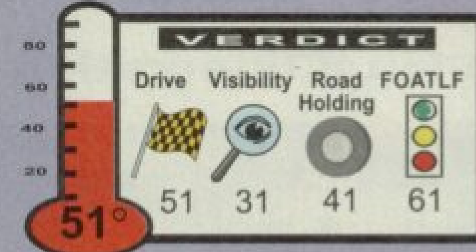
Did you have Scalextric when you were a kid? Me, I was lucky to get a clip round the ear. I remember gazing enviously at other people's lengths of black plastic, hoping that one day I'd be able to get my own back somehow. Unfortunately I haven't yet, as Virgin's attempt at a conversion is yet another driving let-down.



Come on, Virgin, one mountain range per game, okay? (And even that's pushing it.)

To be sure, you can assemble tracks from an unlimited selection of pieces without having to worry about running out of left-hand bends. But once you get down to the racing bit you find that you've wasted your time. It's a two-player looking-at-it-from-behind game, with the screen split between the two players. Clever stuff, but unfortunately the graphical content is minimal and there's not really much to the driving either. One major prob is that once someone's got into the lead he's virtually guaranteed to be the winner as long as both players keep their foot to the floor all the way round. Very boring indeed.

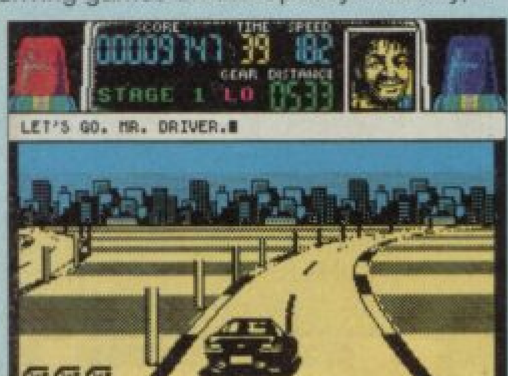
So it's not much cop then.



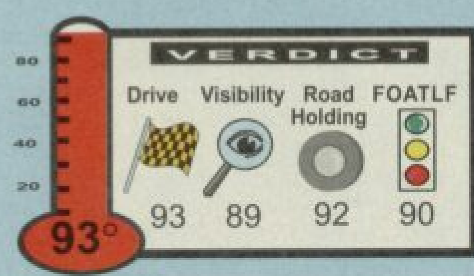
CHASE HQ
Ocean

Crikey, this one's good. On the face of it it's just another looking-at-it-from-behind game, and a blatant attempt to knock *OutRun* off its rather wobbly perch. In actual fact though, it's a conversion of a fab coin-op and rates as one of the best driving games on the Speccy. Actually, it probably is the best. What you've got to do, you see, is pursue various criminals around in your car. Having caught up with them you get a neat animated sequence where your co-driver leans out of the window and sticks on the flashing light, and then it's time to run the other guy off the road by bashing into him.

So why's it so good? Well, the main thing is that it's been properly programmed – speed and playability haven't been sacrificed for the sake of the graphics (which are really rather good). And, um, that's about it. It's just very, very good. Do get yourself a copy.



A game so good they decided to do it again – keep a look-out for the 'Xmas' sequel SCI.



HARD DRIVIN'
Domark

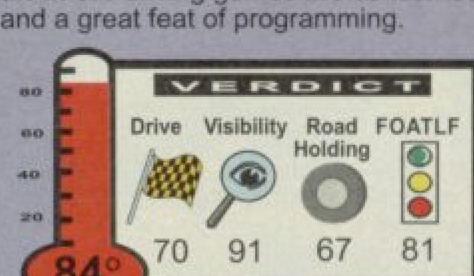


Lumme, looks like the road's just turned into some huge snake thingie and is about to gobble me up! (Now there's an idea for a game!)

If you haven't heard of this one you must be... erm, well, I'm sure you've got your reasons. It's an extremely famous coin-op conversion of a game that wowed 'em all in the arcades (most of them, anyway) with its solid 3D graphics and unnerving realism.

Playing the arcade original is more or less just like driving a real car, with gears, a clutch and a proper steering wheel. There's a choice of speed or stunt track, the latter featuring a loop-the-loop and a drawbridge. And it really is brilliant fun.

So how does the Spectrum version measure up? Okayish, on the whole. The graphics are just about 'there', although they're a bit jerky and tend to start falling apart at crucial moments. And the car handles quite well too, allowing for the limitations of a joystick. The snag is that, when you get down to it, *Hard Drivin'* isn't such a great game. It's a good 50p's worth in the arcade if you only play it a couple of times, but when you get to load it up on the Speccy it loses its appeal astonishingly quickly. All the same, it's the state-of-the-art where driving games are concerned, and a great feat of programming.

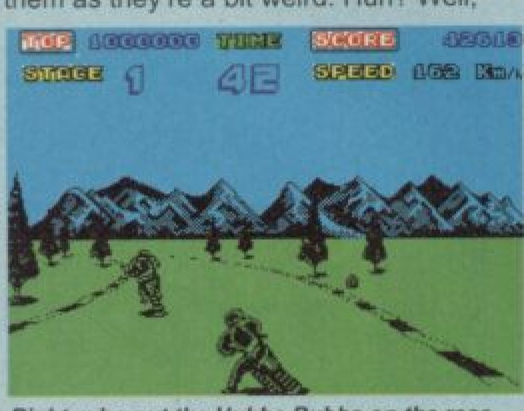


ENDURO RACER
Ocean

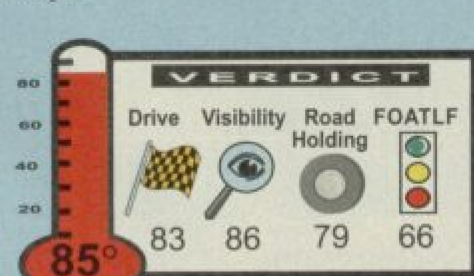
This looks a bit like *Super Hang-On*, but there are a few key differences. First of all it's a bit older. Second of all it's more of a beat-the-clock game than a racing one. And third of all it's not quite so good. Oh, and fourth of all there are obstacles on the road.

Right, let's clarify that a bit. There are other riders, but you can't race against them as they're a bit weird. Huh? Well, although there are only about six or so of them on the starting grid with you, after you've burned them all off you still keep overtaking stray bikes further down the track. This is a frequent occurrence in driving games, and seems mighty peculiar. And the obstacles consist of stones and rivers in the middle of the road with logs in front of them. The trick here is to pull a wheelie just before hitting the log, causing you to jump over it and clear the obstacles. On Level Two there are also oncoming lorries to worry about.

Considering its age, *Enduro Racer* is very impressive indeed. There's plenty of attention to detail and everything is just about right. It gets a bit easy after a while though.



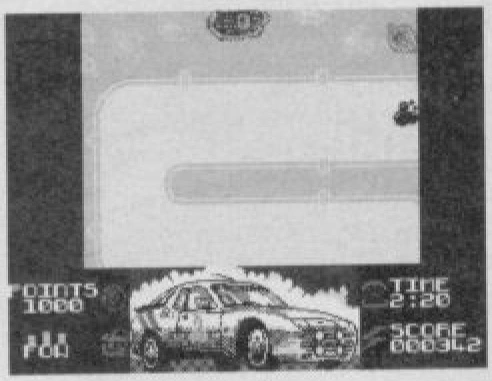
Right, who put the Hubba Bubba on the race track? Come on, admit it.



DRIVING GAMES FOR THE BUDDING LADA-OWNER

As with all tried-and-tested formulae, driving games are big news in the world of the cheapie. Let's have a look at a few, and maybe try and work in the odd drive-a-hard-bargain gag.

RALLYCROSS SIMULATOR
CodeMasters



State of the art or what?

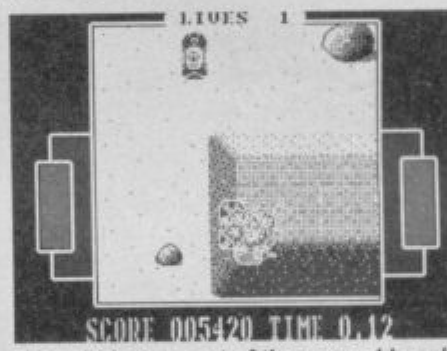
It's a scrolling looking-at-it-from-the-top game, this, and that's about all there is to say about it. It's neatly put together, but very flimsy and not terribly playable. The main problem is that it uses Up, Down, Left and Right keys rather than the rotation system we've got used to with this sort of thing, making it fiddly to get to grips with. *Grand Prix Simulator*, an older Codies game, is a lot better.

VERDICT — 70°

Drive	Visibility	Road Holding	FOATLF
59	65	71	75

AMERICAN TURBO KING
Mastertronic

This is a vertically-scrolling driving game where you've got to negotiate various obstacles and shoot things. Quite frankly, it's crap. The car is virtually impossible to control (even worse if you try it with the Magnum Lightphaser), there's nothing to hold your attention and the whole thing just doesn't work. Yuck.



Aaargh! Let me out of the screen! I can't bear it any longer! (Not that the next one's going to be any better, mind.)

VERDICT — 51°

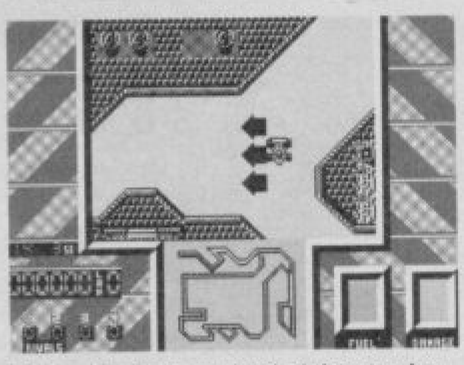
Drive	Visibility	Road Holding	FOATLF
40	74	38	50

RALLY SIMULATOR
Zeppelin

This is almost identical to the one above.

VERDICT — 69°

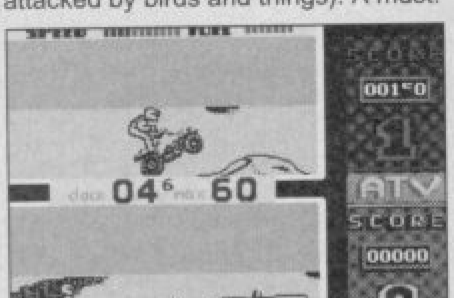
Drive	Visibility	Road Holding	FOATLF
59	60	70	75



Listen, I'm the boss behind the steering wheel so I can go where I bally well like.

ATV SIMULATOR
CodeMasters

Hurrah! One of the best bargs ever, *ATV Sim* sees you and a chum sitting astride a four-wheel bike thing, lurching over a set of courses. The trick is to drive flat out all the way, but pull wheelies and do jumps when necessary so you don't come a cropper at obstacles. It's intensely competitive but gets frustratingly difficult on higher levels (when you start getting attacked by birds and things). A must.

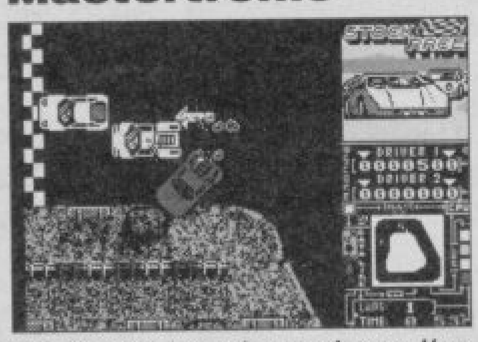


Wheeeeeeeeeeeeeeeeeeeeeeeeeeeee!!

VERDICT — 90°

Drive	Visibility	Road Holding	FOATLF
90	79	91	92

SUPER STOCK CAR
Mastertronic



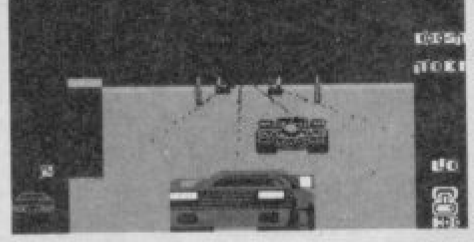
Even the cars know the game's crap. Here one of them opts for a spot of gardening.

This is pretty identical to *Rallycross Sim* too. Only it's the worst of the three, with awful controls and cars that are far too big and unmanoeuvrable to drive properly. By all means take a peek at the first two, but 'steer' clear of this one.

VERDICT — 43°

Drive	Visibility	Road Holding	FOATLF
45	58	38	55

TWIN TURBO V8
CodeMasters



Follow that car! (Er, on second thoughts.)

One of the few looking-at-it-from-behind bargs (apart from re-releases) and a complete waste of time. The road weaves about quite well, but the graphics are awful and there's nothing to do apart from moving left and right and laughing a lot. It's crap.

VERDICT — 45°

Drive	Visibility	Road Holding	FOATLF
59	60	70	75

Oh no, it's
EVERY SINGLE* DRIVING GAME EVER

3D Stock Car Championship Silverbird
4x4 Off-Road Racing Epyx
American Turbo King Mastertronic
APB Tengen (Domark)
Battlecars Summit
Beach Buggy Simulator Silverbird
Buggy Blast Firebird
Buggy Boy Elite
Championship Sprint Activision
Chase HQ Ocean
Continental Circus Virgin
Crazy Cars Titus
Crazy Cars II Titus
Cycles, The Accolade
Deathchase Micromega
Duel – Test Drive II, The Accolade
Dukes Of Hazard Elite
Eddie Kidd Jump Challenge Martech
Enduro Activision
Enduro Racer Activision
Fire And Forget Titus
Formula One Simulator Mastertronic
Full Throttle Micromega
Future Bike Simulator Hi-Tec
Juggernaut CRL
Grand Prix Circuit Accolade
Grand Prix Master Dinamic
Grand Prix Simulator CodeMasters
Hard Drivin' Tengen (Domark)
Hot Rod Activision
International Speedway Silverbird
Italian Super Car CodeMasters
Ivan 'Ironman' Stewart Virgin
Knight Driver Hewson
Knight Rider Ocean
Last Duel US Gold
LED Storm US Gold
Maze Death PSS
Motorbike Madness Mastertronic
Motor Massacre Gremlin
Nigel Mansell's Grand Prix Martech
OutRun US Gold
Overlander Elite
Pass Your Driving Test Audiogenic
Pole Position Atarisoft
Power Drift Activision
Rally Cross Simulator CodeMasters
Rally Driver Alternative
Rally Simulator Zeppelin
Road Blasters US Gold
Road Racer Ocean/YS
Scalextric Virgin
Speed King II Mastertronic
Spy Hunter US Gold
Street Hawk Ocean
Stunt Bike Simulator Silverbird
Stunt Car Racer Microstyle
Super Cycle US Gold
Super Hang-On Electric Dreams
Super Scramble Simulator Gremlin
Super Stock Car Mastertronic
Taxi! Digital Integration
Techno Cop Gremlin
Tranz Am Ultimate
TT Racer Digital Integration
Turbo Bike Alternative
Turbo OutRun US Gold
Twin Turbo V8 CodeMasters
WEC Le Mans Ocean
Wheelie Microsphere

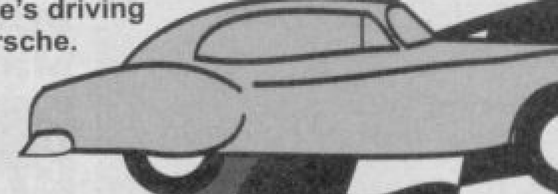
(ish)

TEN SIGNS THAT HE'S A CRAP DRIVER

1. He drives round with his foglamps on all the time.
2. He wheelspins every time he pulls away.
3. He drives 3mm from the car in front, and as far to the right as possible ready to overtake.
4. He's always first off at the lights.
5. He's got an Escort 1600 Sport with all the usual accessories.
6. He always parks on double-yellow lines.
7. His car's heavily battle-damaged.
8. He makes frequent use of his three-tone horn.
9. He keeps revving up the engine at traffic lights for no apparent reason.
10. One of his brake lights doesn't work.

FIVE SIGNS THAT SHE'S A CRAP DRIVER

1. She's driving a Mini.
2. She's got a Garfield stuck to her back window.
3. Simon Bates is blaring out and the *Our Tune* 'theme music' has just started up.
4. There's another girl with exactly the same style haircut sitting next to her in the passenger seat.
5. She's driving a Porsche.



AN INTERVIEW WITH ANDY 'STREETHAWK' OUNSTED

Few people would have guessed that *YS* had its own resident driving expert. We certainly didn't until our Design Asst told us so.

"So, you've got a motorbike, have you, Andy?"

"Yeah, I've got a bike. And call me `Streethawk'. All my friends do."

"Right. So, Andy..."

"Streethawk."

"Er, Streethawk, what sort is it exactly?"

"It's a Yamaha or something, I think. It's well hard. It shifts."

"Does it really?"

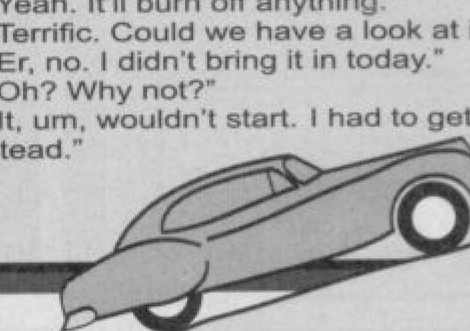
"Yeah. It'll burn off anything."

"Terrific. Could we have a look at it, do you think?"

"Er, no. I didn't bring it in today."

"Oh? Why not?"

"It, um, wouldn't start. I had to get the bus instead."



TOP FIVE GEARS

1. Third
2. First
3. Fourth
4. Second
5. Fifth (where available)

ROB

In case you hadn't noticed, the future of law enforcement is back. (Back! Back!!) Nobody's in much doubt as to which slice of mechanised mayhem will be stuffed into 99.9% of Spec-chums' stockings this Christmas, but MATT BIELBY still wonders "just how good can *Robocop II* really be?"



Um, very good actually. Well, I'm not about to argue with him, am I? (He might duff me up.) Actually, there's no real reason to suspect it'll be anything less than spiffing – one of Ocean's top teams has been working on this project all blooming year (which is an awfully long time in Speccy programming terms!), so there must be something to show for it. There's so much prestige (and dosh-making potential) riding on this project it just has to be good – Ocean wouldn't let it out of the door if it was anything less.

But anyway, I'm running ahead of myself. There's lots I need to explain yet, and I can't really think of anywhere better to start than right back at the beginning. In fact, let's go there now, shall we?

The first *Robocop*

This was of course the small-to-middle-sized action movie that became a bit of a massive world-wide phenomena The computer game was no less of a soaraway success either – the longest-running number one of all time in the UK home computer charts (and by miles too), and still in the Speccy Top Ten a good two years on! (It later went on to form the basis for a coin-op too – almost unheard of in an industry where conversions are normally done the other way round.)

Robocop 2

The second film has only just come out so we can't really comment on how well it'll do just yet, but the computer version is aimed squarely at Humongous-ville as sure as eggs is eggs! In fact, the expectations are so great at 'street level' they could probably put an empty box in the shops (with '*Robocop II*' written on it) and it'd go straight in at number one! Of course, long-term success would be down the toilet with that approach, which is probably why Ocean abandoned the idea early on. Instead they went for...

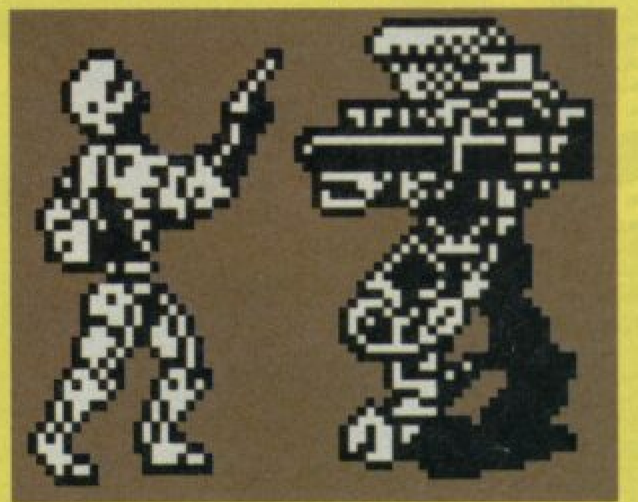
The three part beat-'em-up/ shoot-'em-up jobbie!

Yes indeedy. The game's divided into three main scrolling beat-'em-up and shoot-'em-up sections, spiced up with a handful of sub-levels which appear between the loads. In fact, the structure's just the same as the first *Robo* – it's just that the platform bits are bigger and more complicated, and the sub-games rather more involved. In fact, the whole game (as with all good sequels) is just the same as the first – only more so! Here's how it all hangs together (man).

Level One – River Rouge

This is the name of the first of the big platform levels, a massive thing set in the same sort of industrial wasteland that made up most of the backdrop for the original. You've got to make your way through a whole series of warehouses (and things) searching out the hidden 'Nuke' drugs lab and destroying it (Nuke being a sort of artificial crack-style drug running rife on the streets of Detroit). This section of the game is two screens high and six screens wide, but each screen has an upper and a lower level (meaning there are four floors to the building in all, maths fans). One major and immediately-noticeable difference between this game and its predecessor is that there's no fixed route you have to take – you can walk absolutely anywhere you like.

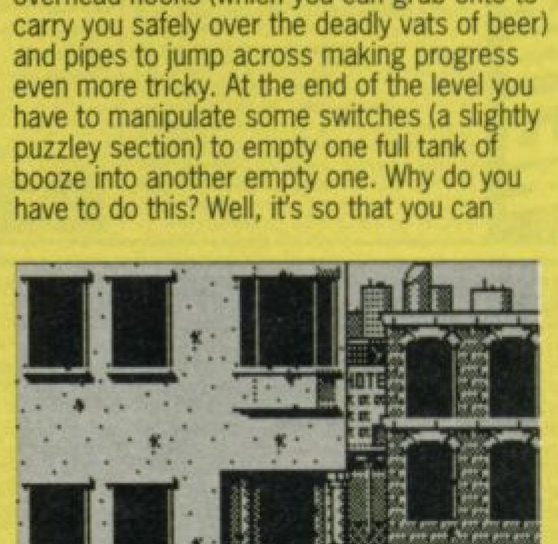
Even better, going through the doors dotted around the place takes you into another complete set of maps, laid out exactly the same as the ones you were in before, but set on a plane behind them (ie I was lying outrageously in the last paragraph – the map is effectively twice the size I said. It sounds like some heavy-duty mapping will have to be done!).



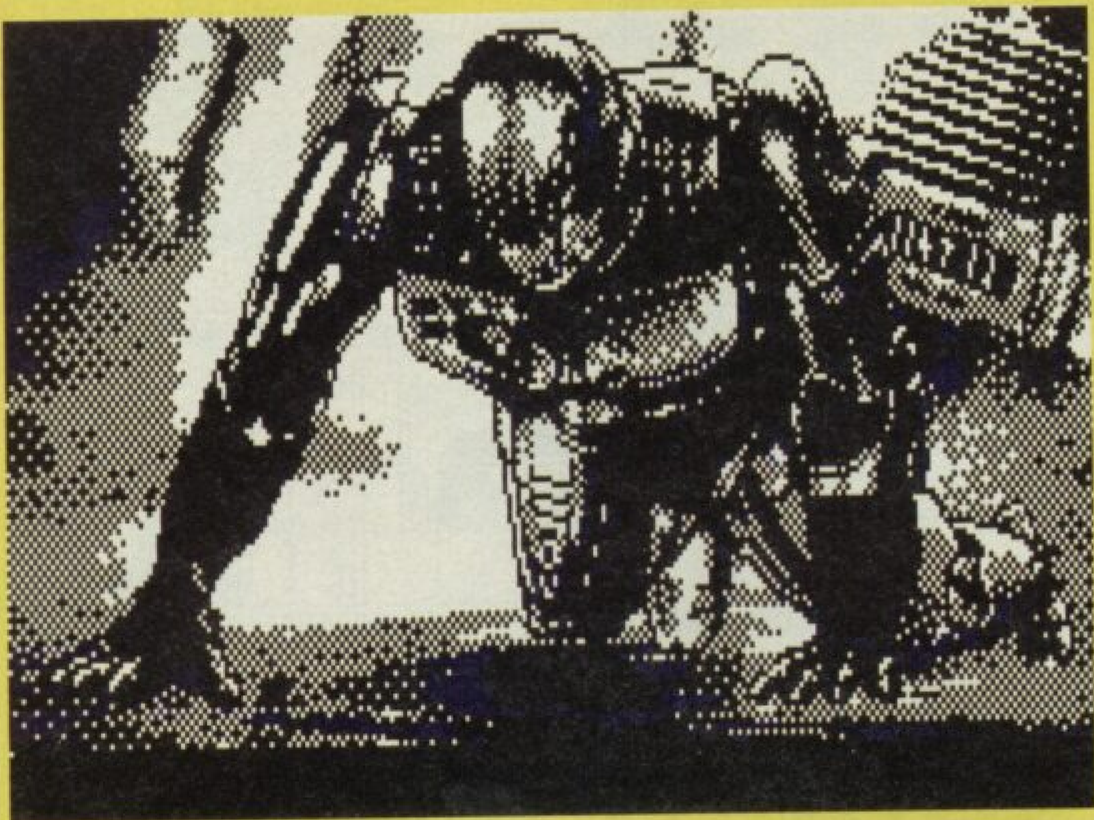
No no, Robo! You're aiming too high! Robocop 2 (left) is a massive Swiss Army Knife of a machine, with battering ram, claw, gun (etc).

Level Two – Tokugawa Brewery

This is, as you might expect, set in a giant brewery, deserted of people (apart from a hundred and one bad guys that is) but full of interesting brewing-style hazards. It still has the floors that collapse when you jump on them from the first level (see the bit about *Robo*-hazards) but the layout is more complicated, with various lifts, moving overhead hooks (which you can grab onto to carry you safely over the deadly vats of beer) and pipes to jump across making progress even more tricky. At the end of the level you have to manipulate some switches (a slightly puzzley section) to empty one full tank of booze into another empty one. Why do you have to do this? Well, it's so that you can



No baddy sprites in here as yet, but this is what the *Op Wolf* sub-game will look like – come quietly or there'll be trouble!



At various points in the game you get these full size still screens, dititised from bits in the movie. This here's Robocop's death scene (should you lose the game).

ROBO-WEAPONS

There are oodles of icons dotted around the place to collect. You start with a standard single-shot weapon (with infinite bullets) but as you go you can pick up...

- Heat-Seeking Bullets • Shield • Extra Energy
- Three-Way Shooting Ammo Doesn't last long though.
- Scatter Bullets The same as the three-way, only two bullets fire in each direction at once.
- Extra time Each time you pick up one of these you'll get an extra 30 seconds, and you'll need it too. (The levels are almost impossible to complete without them.)
- Thermograph Icon When you get one of these it reveals the weak places in the wall between the two planes of each level. Find a weak place and you can punch your own way through without having to wait for a proper door to appear.
- Reverse Icon A bad one, you don't want to pick this up at all. Basically what it does is reverse your controls, which sends you all over the place. As if that wasn't bad enough it also means that any other icons you pick up while under its influence act in reverse too, taking off time, energy etc instead of adding it on!
- Steel Crushers Rather horrible industrial-type crushing devices, you have to wait until they're just about to get you before firing at the 'turn off' switch.
- Bare Wires These stick out of the wall looking all innocent but – oh no! – touch them and your controls will be reversed for a time! (Just like with the reverse icon in fact.) Most distressing.

OCOP 2

ROBO-HAZARDS

Here are just a few of the obstacles and traps from Level One that you have cope with...

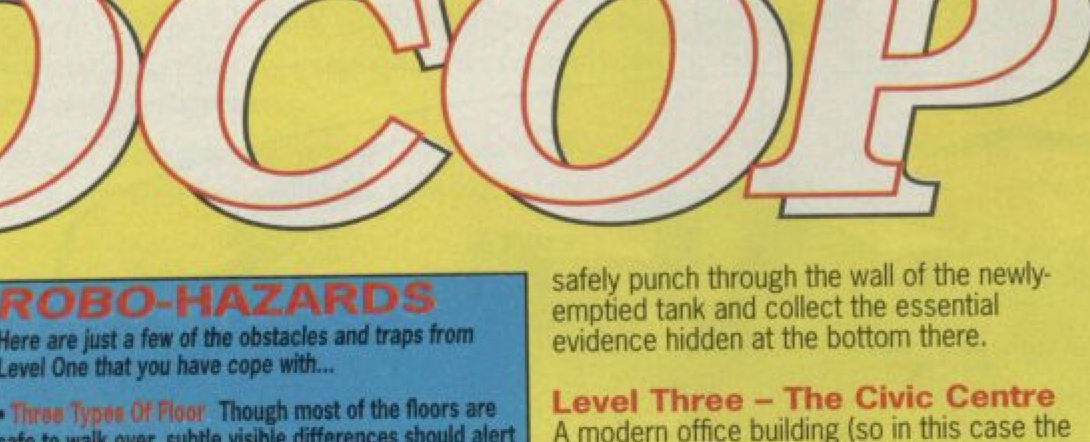
- Three Types Of Floor Though most of the floors are safe to walk over, subtle visible differences should alert you to a couple of dangers. For a start there's the broken floor, which you can walk over safely enough but not jump on – you'll go crashing through it! Then there are the very, very broken floors, which are so rickety you've got to leap over them. (Actually, at certain points in the game it can be blooming useful to jump through the floor deliberately, whether to escape danger or simply get to the floor below.)
- Electro-Magnets Attached to the ceiling, they'll pull you up into the air from beneath and leave you dangling helplessly. Turn them off by shooting the switch nearby (but just one shot mind – a second will turn them back on).

safely punch through the wall of the newly-emptied tank and collect the essential evidence hidden at the bottom there.

Level Three – The Civic Centre

A modern office building (so in this case the map isn't that many screens wide but very tall – about four screens or eight stories), this is the OCP Corporation city building, the company having bought total control of Detroit. There are none of the physical obstacles of the other levels, but loads of ED-209 robots to take out along the way (the first time they appear in the game). There are also rocket launchers set into the ceiling which fire homing missiles at you – try ducking under the rockets (the launchers themselves are indestructible).

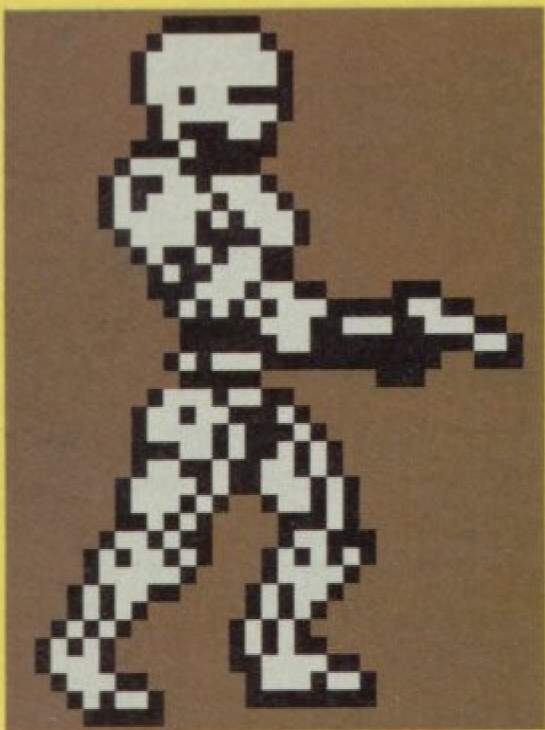
Work your way all the way up to the top of the building (taking lifts at the end of each floor) and you'll eventually come across Robocop 2, a giant cross between ED-209 and a Swiss Army Knife (it has all sorts of different arms and weapons that pop out of it which I'll explain in a minute), and controlled by a Nuke-crazed human brain. It's just hand-to-hand combat here, I'm afraid, so get up close (avoiding his giant battering-ram arm) and punch away at the lower part of him. He's got a sort of claw-arm thing too (which can't be ducked underneath, unfortunately) but you can probably pull it off him or something (I'm just guessing here). He'll take some beating though – each time you think you've got him on the ropes he crashes through the floor to the one below (taking you

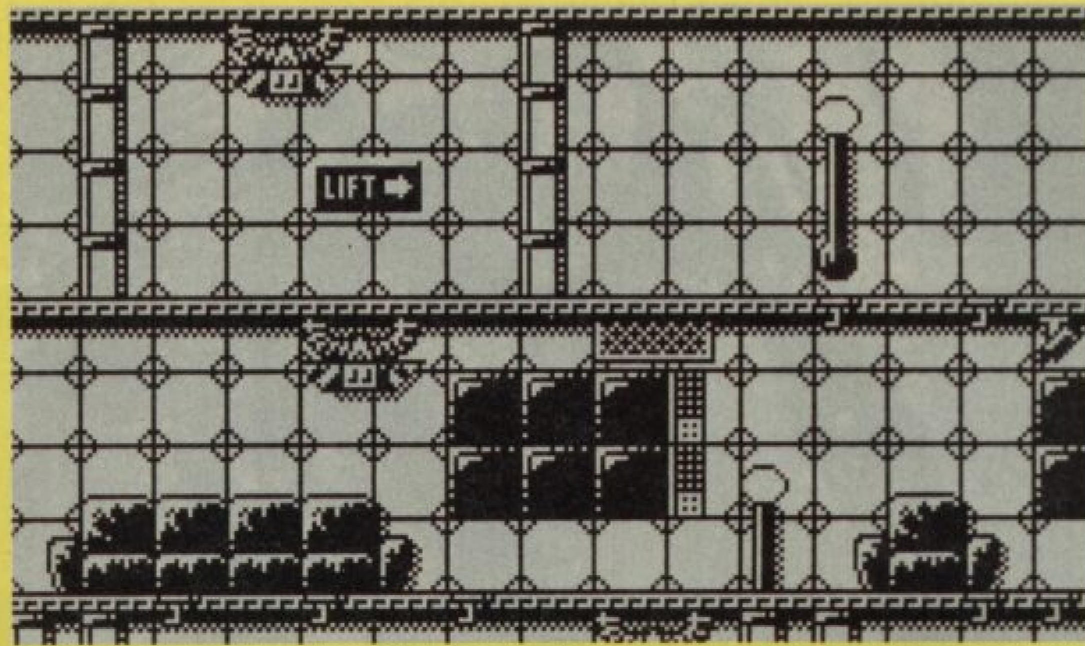


Here's the River Rouge warehouse – note all the tricky-to-negotiate conveyor belts.

ROBOCOP II THE MOVIE

At the time of writing we've not actually seen the movie yet, so writing this bit is going to be pretty tricky. The film's been written by Frank Miller (the comics writer who did the rather spiffy *Batman – The Dark Knight Returns*) which is a definite plus factor in our book. But then again it's been directed by boring old Irvin Kershner (*The Empire Strikes Back*), who must be approaching retirement age by now. The whole plotline is much the same tangled web of corporate villainy (with the OCP Corporation developing the drug-crazed Robocop II) and street crime (with the new super-drug Nuke hitting the streets) as before, but apparently it's even more violent this time round (if that's possible). And that's about all we know really. Those of you who are old enough (or look it) will just have to go and check out the action for yourselves.



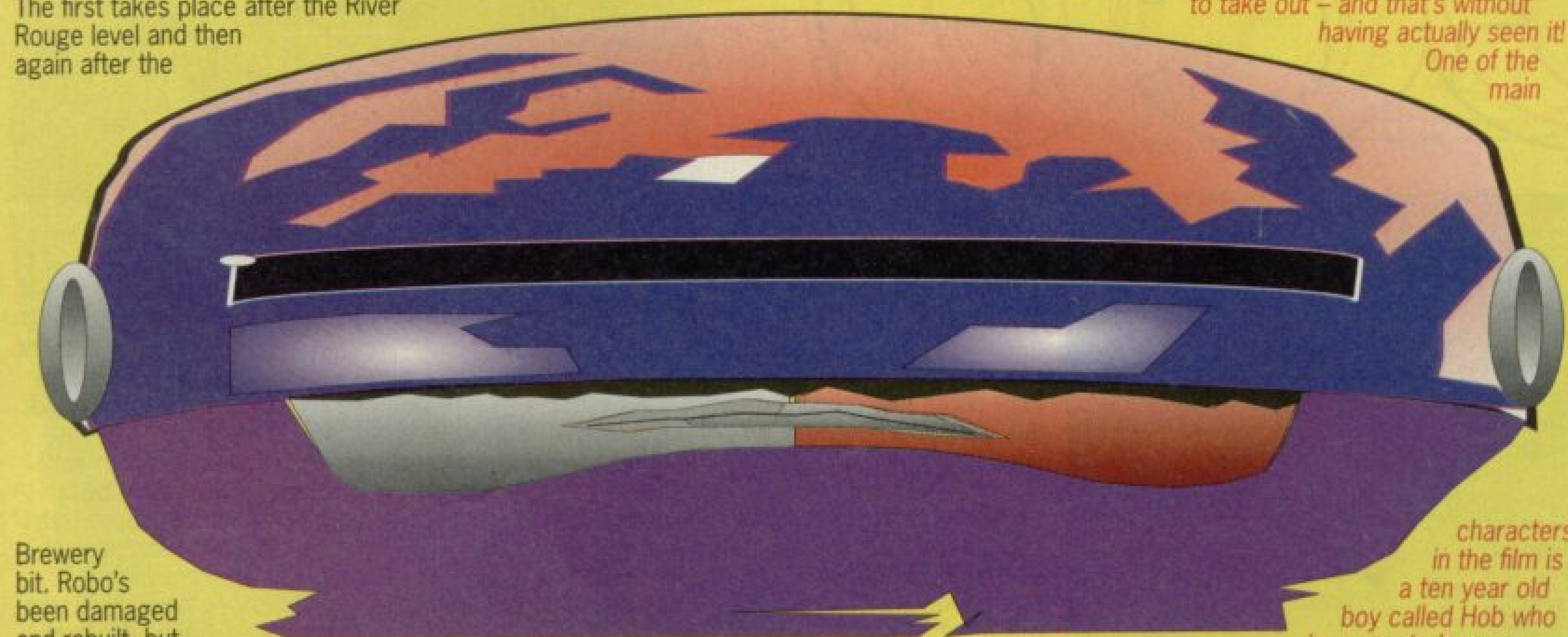


The lounges and corridors of the OCP building from Level Three. No massive traps as such, but watch out for those rocket launchers in the ceiling – they're deadly!

with him), then stands up and attacks you again! Yep, this is one of the longest final battles in Spec history, taking you through eight separate fights (one on each level of the building) until you finally crash right the way down to the ground at the bottom and get to finish him off for good!

***The Robo* Sub-Sections**

You didn't think I'd forgotten these, did you? The first takes place after the River Rouge level and then again after the



Brewery bit. Robo's been damaged and rebuilt, but they've bunged lots of new, complicated and conflicting directives into him (thus totally screwing up his mind). In the film he rams his fist into a power transformer (thus burning out all the bad directives) but there's nothing so physical for the game. In fact, totally the opposite – it translates as a puzzle segment!

There's this circuit board, you see, and you have to move around it, rotating columns of 'good' circuits and avoiding 'bad' ones without ever crossing your own path. The first time you're trying to regain memories of Murphy (ie yourself), the second it's of your wife.

The second sub-section is a single-screen *Op Wolf* lookalike with a one-minute time limit. You're on a police gun-range avoiding the pop-up civilians but taking out the crims. This isn't actually related to anything in the movie at all, but just seemed like a nice thing to do. It certainly ties in neatly with the platform levels – how well you do is reflected by how powerful your bullets are later on.

ROBO-CREATORS

The two Ocean bods who've been slaving away at *Robo 2* for the best part of the year are code-man Andrew Deakin and Ivan Horn, who did the graphics. (You've probably heard of them before actually – their back catalogue includes such mega-hits as *Operations Wolf* and *Thunderbolt*, *Combat School*, *Rambo III* and more.)

Despite working on it for absolutely yonks, they only got to see the film about half way through the project – and then only in a rough cut, with a fair chunk of the sound, music and effects shots missing! Let's go meet them, shall we?

Hi, Andrew. Something I've been wondering – how come the guy who did the first *Robocop* game for Ocean didn't have a go at this one ?

Ah, that's a guy called Mike Lamb. He's still around, but he's currently working on projects on the Gameboy console for Ocean. In fact, I think he's converting the first Robo *to it.*

I get it. So where there any major problems you came across working on this project then?

Well, it's an eight-way scrolling game, and getting that working is always hard. So's getting the sprites to move right against a moving background. Those're just technical difficulties though and weren't too painstaking. I was also involved in the game design at the beginning of the project and that was more complicated. We had to decide on what to use from the film and what to take out – and that's without having actually seen it! One of the main characters in the film is a ten year old boy called Hob who happens to have a photographic memory – he's memorised the formula for this drug, Nuke, which is an important plot element in the movie. He's also a particularly vicious little brat – one of the worst characters in the film actually (and it's a very violent film!). We didn't know whether to have him in the game or not, but in the end we decided to leave him out because we didn't think it was morally right to have Robocop blowing away a ten year old boy!

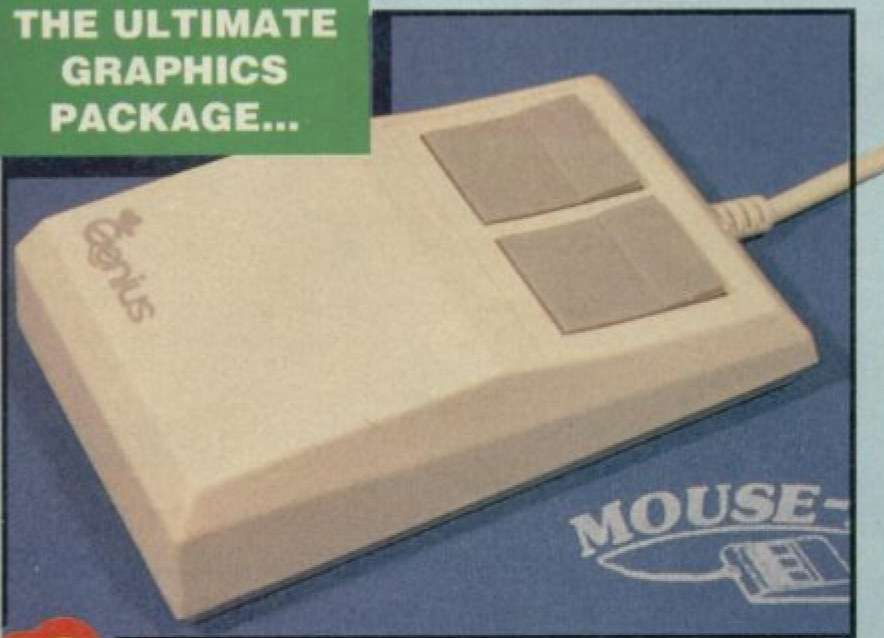
(In fact, Robocop can't do it in the film either. One of his prime directives tells him Hob is an 'invalid target'. Ed)

FAX BOX

Game	*Robocop II*
Publisher	Ocean
Programmers	Andrew Deakin (code) & Ivan Horn (graphics)
Price	To be announced
Release date	Late November

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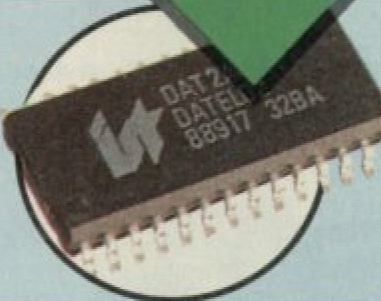
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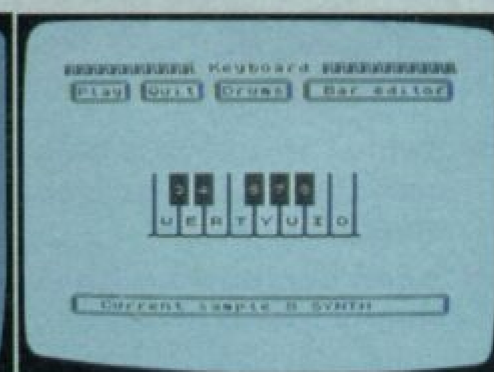
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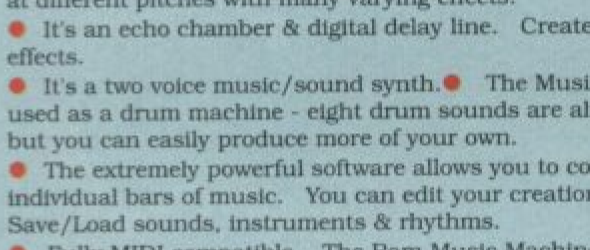
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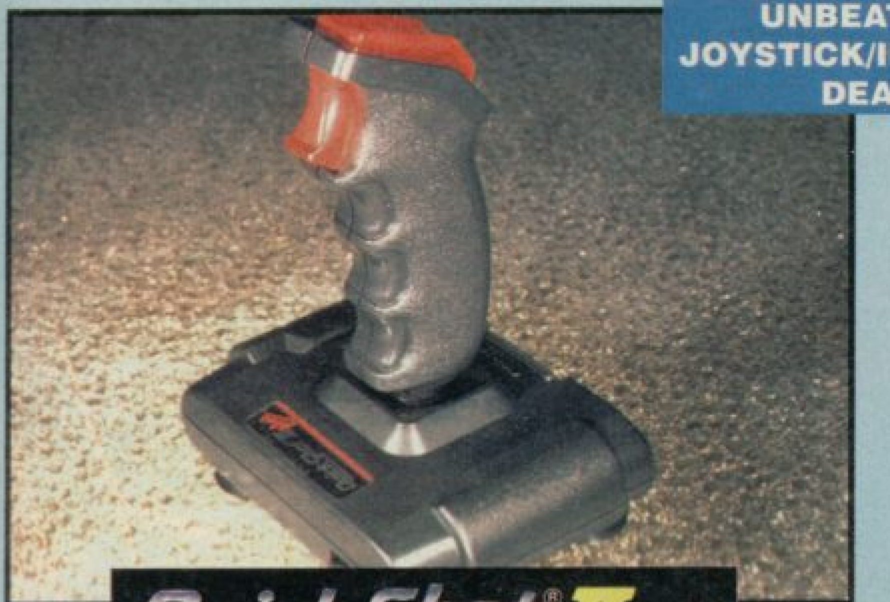
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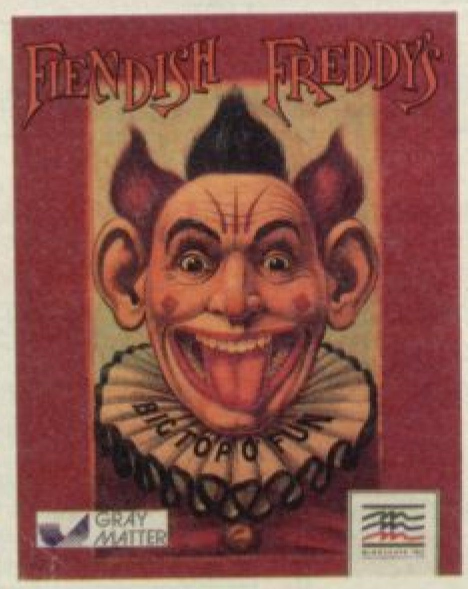
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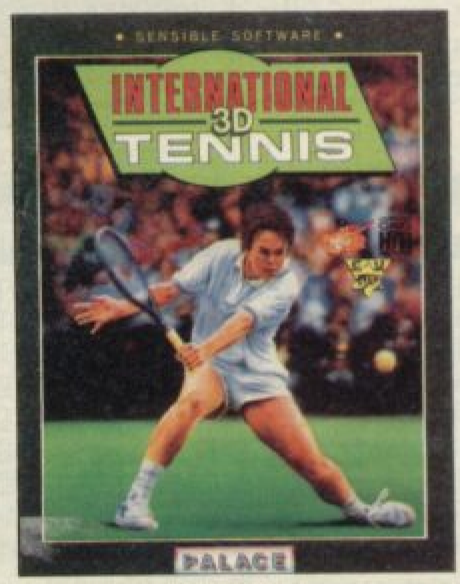
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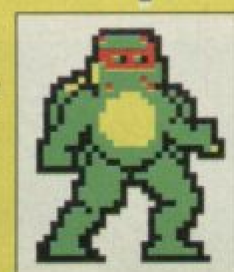
Pick a turtle, any turtle – but should you go for Leo, Raf, Mike or Don? It's a tricky choice, but we reckon Leo's your best bet.

Turtle Fever hits *YS*! That's right, Spec-chums, love 'em or hate 'em, it was only a matter of time before that awesome foursome of Michelangelo, Leonardo, Donatello and Raphael managed to squeeze their pizza-nourished pot-bellies into a Speccy game. Set for a November release to coincide with the opening of the movie (not to mention the big-money cruise-up to Christmas), you may be surprised to hear that *TMHT*© isn't actually based on the coin-op. Instead it's a tweaked-up version of the American Ultragames jobby, promising six levels of horizontally-scrolling beat-'em-up action, each set in a different location of New York.



And here we are in the actual game, and it looks like, um...

The basic gist of the game is that their reporter-pal April O'Neil has been abducted by Shredder, the big-time arch enemy who went and 'mutated' them in the first place (by bunging pollutants into the sewage system). It's therefore your job to guide them through the labyrinth of pooey tunnels to snatch her back. To do this you get to control one reptile at a time, so since each has his own particular attributes it's wise to swop between them with every different situation you come up against. And it's slice-'n'-dice action all the way – Ninjitsu Warriors and other such baddies to battle through, platforms to manoevre your way along, collectables like pizza slices and weapons to pick up, not to mention dead-end sewers which mean you've got to traipse back up onto the street to look for another man-hole cover to pop down through! It's got the lot!



We haven't seen the completed version yet but it don't 'arf sound good so far, eh, Spec-chums? And just look at the screenshots! Juicy colour and firm graphics, all we can hope for now is some groovy-smooth scrolling. Nope, there's no doubt about it – with such wide-ranging appeal (martial arts freaks, merry mappers, Turtle buffs), *TMHT*© looks set to become one of the most humongous Santa games of the year. All-out war with *Robo II*? It'd be the icing on the Christmas cake!



If that's not the evil Shredder we'll be, um, very surprised.

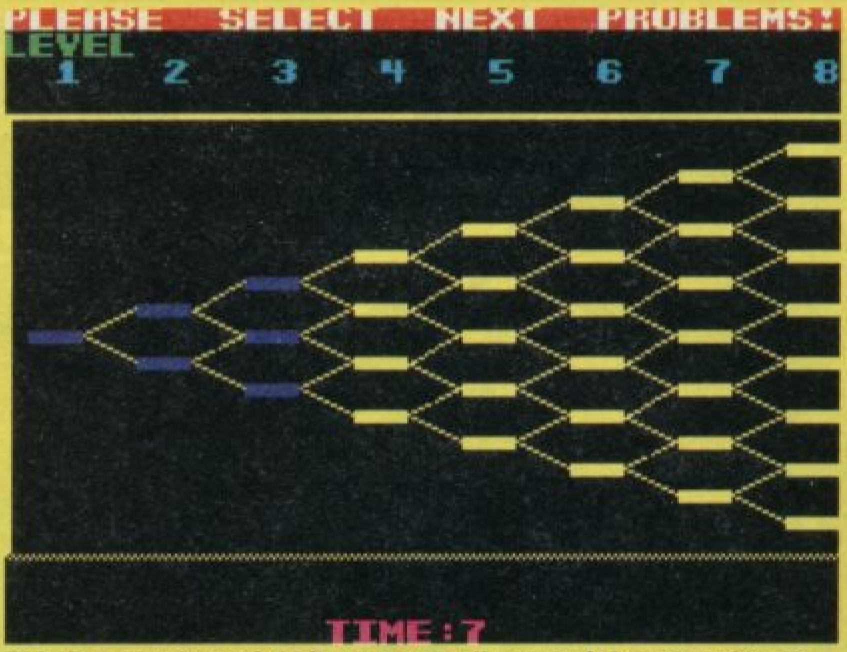


Blimey! Turtle meets frog in battle of the spooky amphibious creatures! By the way, you realise they've got legs, not flippers, meaning they're not turtles at all, but tortoises! (It's a swiz!)

Puzznic

Ocean

Would you believe it – this is the second of *three* puzzley games Ocean are releasing in the near future? Like *Plotting* (see Future Shocks last issue), this is all to do with shoving little blocks around the place, and though it looks quite similar (but without the little potato-headed chappie), actually play the game and you soon realise just how different it is. In fact, though it's really too early to say, we think this has the potential to be the best of the trio (*Pang*, being the other, featured on page 98).

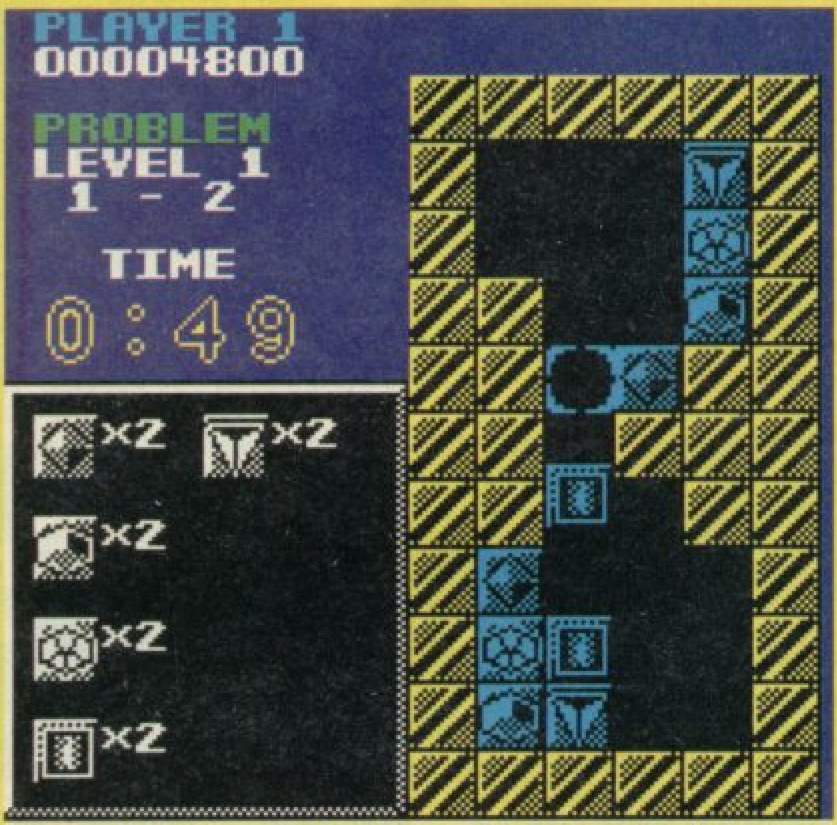


This is a spooky weird bit – not actually part of the gameplay at all, it is in fact a sort of map of the game. You progress from one block of screens to another by any route you want. (Simple, eh?)

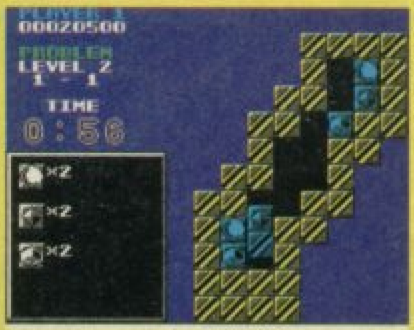
So how does it work? Well, take a look at the screens. You'll see there are lots of blocks piled up on them, each one with a different pattern on it. Now take another look – the blocks actually match. Usually there are two with the same design on, sometimes three. What you've got to do is get the matching blocks to touch each other, at which point they'll both (or all three) disappear. Clear the screen (but within a time limit) and you get to move onto the next one.

It sounds easy – and indeed, the first couple of screens are quite easy – but get further into it and things become fiendishly difficult. The bits with three blocks are rotters for a start (you have to position things so that all three touch at once), get just two to touch and you'll be left with a lone, partner-less block, and never be able to get rid of it. The actual process of moving blocks around can be tricky too – you select the one you want to shift with a cursor, but you can't really move it so much as knock it. A block will go sideways or down a hill, but there's no way you can persuade one to go upwards (unless you shift it onto one of the occasional moving platforms, that is). Get one you need trapped at the bottom of a crevasse and you could find you're scuppered, matey.

Anyway, that's the basic idea. There are lots of tricky little details with points bonuses, screens split into two halves that you have to clear separately and so on, but we needn't go into all that here. It is worth pointing out the handy little table on the left of the screens there – it indicates which blocks you've got to get rid of and how many of each design there are. (Say there were seven diamonds – you could get rid of those as two pairs and a three, or you could try and get clever and lose four all at once for extra points.) With 144 levels, each divided into four sections, there's a lot of gameplaying to be had out of this one, that's for sure.



Whereas this is the game in full fling – the table on the left points out what you've got to get rid of (the rest is up to you).



Hmm. A tricky one. How do I get the sort of six-sided shape near the top to hit the one at the bottom? (I don't know.)

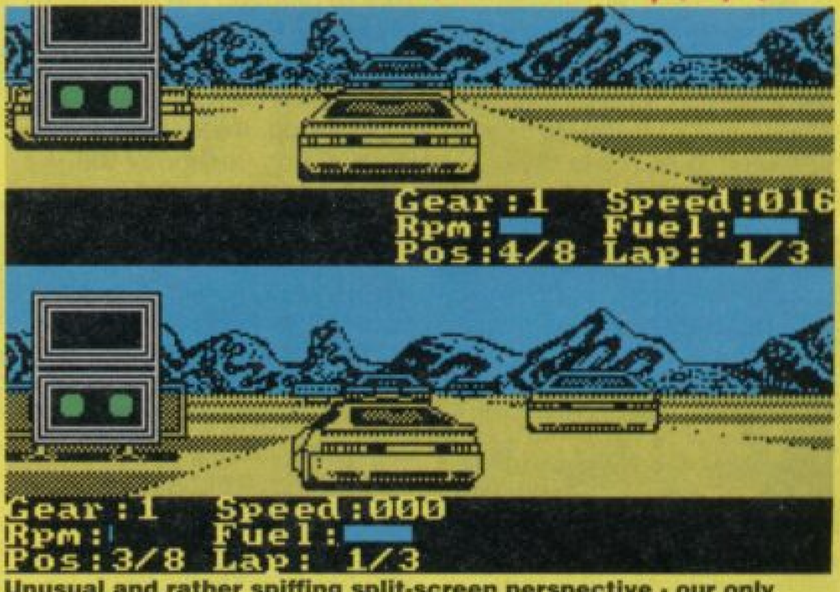


Whereas this early one is dead simple – the shapes all drop neatly next to each other. Easy.

Lotus Esprit Turbo Challenge

Gremlin

Gremlin seem to have decided that driving games are where it's at – they have a Toyota Celica Rally licence hidden in the wings (as well as a Suzuki motorbike one, though that's 16-bit only) but before we see any of that it's the turn of Lotus. The *Esprit Turbo Challenge* features an unusual horizontal split-screen perspective, so in simultaneous two-player mode both drivers have exactly the same cockpit-style view of the road ahead (and of course of their opponents' car, plus 20 other computer-controlled racers). The game contains 32 different tracks (some easy, some hard), three skill levels, and demands a top-ten placing in any race to allow you to move onto the next



Unusual and rather spiffing split-screen perspective – our only worry is that all those identical cars will get rather confusing.



one. Pitstops (primarily to collect more fuel) come into it too. All in all, *Lotus* looks like being a very professional and well thought-out little driving game, with the two-player viewpoint promising to work extremely well. Look out for a review next issue!

And here we have part of a pitstop sequence, where you get to fit new tyres and, um, things. (We think.)

UN Squadron

US Gold

First out of US Gold's bulging bag of Christmas releases, *UN Squadron* is based on a Capcom shoot-'em-up that hit the arcades, ooh, at the end of last year (or thereabouts). It's a rather stonkingly massive blaster, based on the exploits of three pilots from a combined United Nations air force involved in a war in the Middle East. (Spookily close to real life events in fact, eh, Spec-chums?) The three different planes you can choose between are two fighters (F-14s or similar) and one A-10 Tankbuster – they each come with a different pilot (Japanese, American or Danish) and different abilities (speed, the amount of damage they can take and so on), though these can be upgraded by picking up icons along the way.



You'd think they'd all crash into each other wouldn't you? Eh?

The game's being coded for US Gold by Tiertex, so after the astounding success of our fax conversations with them about *Strider II* (see the Megapreview this ish) we thought we'd send Selina some questions about *UN Squadron* and see what came back.



Q How does the Speccy version differ from the coin-op?

A *It has ten levels, the same as the coin-op, and all the same end-of-level enemies, though a few may be possibly smaller. Very few features of the coin-op had to be removed for the Spectrum, the main one being the parallax scrolling.*

Q What particular problems did you come across converting this to the Speccy?

A *Main problems were getting it to scroll smoothly while still being slow(!) enough to play, and keeping the animation fast enough to look realistic. On many of the levels the end-of-level enemies were very large, causing problems fitting them onto the Spectrum. We're particularly pleased with how smooth and fast the game is, even when there are lots of sprites on screen. In theory, we could have 32 baddies, 16 player bullets, six bonus icons and an end-of-level baddie all on-screen at once, though the game would obviously be a bit slow at this point. We found it disappointing that we couldn't have parallax in the game, as when this was introduced it made the scrolling too slow.*

Tiertex was founded about three years ago by physicist John Prince and...

Yes, yes, we know all that! Thank you. (Phew.) The game will be available in October (all being well). Watch out for it!



A typical *UN Squadron* screen. Yes, we know the plane just looks like three little crappy lines, but take in the detail on those tanks, why don't ya?



Blimey! What's going on here? *(It looks like lots of helicopters, a few explosions and the odd factory if you ask me. Ed)*



Choppers, tanks and megadeath – what more d'you want?



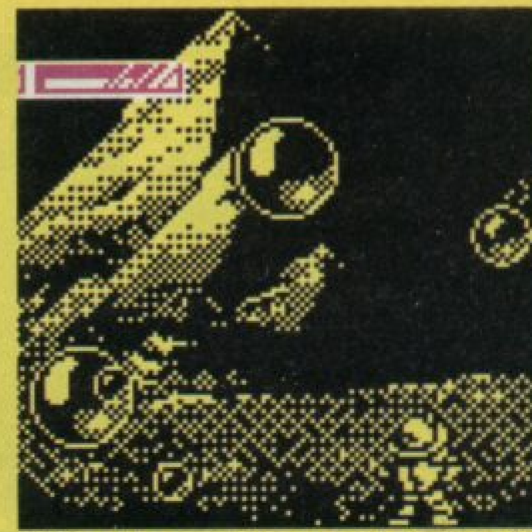
Well, a giant, rocket-firing end-of-level nasty would be nice.

Pang

Ocean

Here's the third puzzle game from Ocean, this one based on a Mitchel coin-op and available in October. It's one of those games that's almost explained by just looking at the screenshots. You're that little Chinese-looking guy at the bottom, and you go through a series of screens each based on a different country of the world and populated by a bunch of bubbles bouncing around at the top. What you've got to do is split the bubbles, which you do with a laser gun fired straight up into the air above your head, without letting any of them touch you (one touch is certain death).

All fairly simple so far, but the complication comes when each time you hit a bubble it splits in half, meaning there are two smaller bubbles bouncing around the screen. Hit one of those and it splits into two more, then two more again until eventually the bits get so small they disappear altogether. As things go on they get more and more complicated (more bubbles, little platforms, ladders and things you can climb or hide underneath, strange creatures that fly or crawl across the screen, different weapons you can collect and so on), but the basic challenge remains the same – how to split the balloons enough times so they'll disappear without getting bounced on by one yourself. If little cutsey puzzley things are your bag (and here at *YS* we think they're the bee's knees) *Pang* looks like it'll be barrels of fun (especially if it comes with the simultaneous two-player option it had in the arcades).



It's just like something from TV show *The Prisoner* (if you remember that).



Uh-oh! I seem to have split rather a lot of bubbles in half without actually getting rid of any. (I could be in trouble here, methinks.)



Don't worry – the smaller bubbles don't get so lost when the game's moving.

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Next month's *YS* will appear on 1st November. Don't miss it (whatever you do)!



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ocean

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